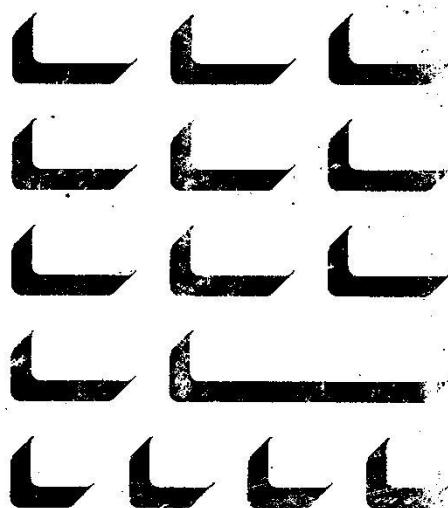


# *Security System Owner's Manual*

D7112



### **Notice:**

**Remove this page before giving this manual to the system owner.**

### **How to Customize this Manual for the System Owner**

The security system Owner's Manual has removable pages so that you can customize it to fit the needs of each of your customers. You should keep all removed pages in case a customer later decides to have you program an additional option into their security system. Remove pages (including this one) that the particular customer will not need. Also remove the pages referring to any item made invisible to avoid confusion. Never remove the fire safety instructions for any system that includes fire protection. Also, never remove the *Alarm System Limitations* page. Radionics recommends removal of the pages that refer to the Service Menu. The Service Menu includes the following: View Log, Print Log, Display Rev, and Default Text.

This Owner's Manual also provides blank spaces in sections where customized programming or text needs to be included. You must fill these blanks in so the information will be complete for each individual customer. Below are the sections that include blank spaces.

- *Area Descriptions*
- *Your Customized Displays*
- *Easy Menu*
- *Duress Passcode (in Disarming section and Arming section)*
- *Force Arming the System With Doors or Windows Open*
- **F- REMOTE PROG ?**
- **X- LATE TO CLOSE ?**
- *Special Alerts*

## **How to Present this Manual to the System User**

There are three separate methods of presentation of the command center to the end user. Each method of accessing various functions can be used separately and/or in conjunction with the other methods. The methods are described in items 1, 2, and 3 below.

When the command center is presented to the end user, this manual should also be presented. After the user understands how to access the functions you have programmed into the panel, they need to review descriptions of specific functions. Explain to them that the single letter preceding each function in their command center display (for example, the "A" in "**A-ARM AREA ?**") indicates in which tabbed section of this manual they should look to find the description of the function. The displays that are not preceded by a letter are located in the *Miscellaneous* section or introductory part of the manual.

### **1. Quick Commands**

The use of Quick Commands to initiate command center functions is the same method as found in previous Radionics products. This method allows the end user to press the command bar and then the numeral of the command they wish to initiate. For example, "Command 2" will arm the perimeter of the system. This method is made available to provide continuity in the arming commands across the product line and to make an easy transition for the dealer using other Radionics products.

If Quick Commands is the only method of presentation used:

- Disable Easy Menus.
- Disable the Menu Structure by turning off the "top level" of each menu item.
- Remove the *Easy Menu* page, the *Menu Structure* page, and the 2-page menu structure diagram from this manual.
- Remove any pages describing functions disabled in the system.

### **2. Easy Menu**

The Easy Menu was designed to simplify the use of the command center for the system owner by providing a method of displaying only a few functions in a simplified form.

If only the Easy Menu method is presented to the system owner:

- Disable the top level of each of the menu items.
- Remove the *Quick Commands* page, *Menu Structure* page, and the 2-page menu structure diagram from this manual.
- Remove any pages describing functions that are not programmed into the Easy Menu.
- Fill in the blanks on the *Easy Menu* page.

### **3. Menu Structure**

The Menu Structure method is designed to simplify use of the system when all functions in the panel are enabled.

If only the Menu Structure method is presented to the system owner:

- Make any functions not needed in the system invisible through programming.
- Delete any unused menus by making the top level invisible.
- Remove the *Quick Commands* page and the *Easy Menu* page from this manual.
- Remove any pages describing functions that are disabled in the system.

#### **Using Method 2 and 3 Together**

Some simplification of Menu Structure may be accomplished by using the Easy Menu in instances where only one or two functions are needed within a top level menu. Programming these functions for Easy Menus allows you to make the top level menu invisible, reducing the number of top level menus shown to the end user.

### **Programming According to the Method of Presentation**

Great care should be taken when selecting which method to use when programming the panel. All top level menus and functions can be programmed visible or invisible. Functions can also be programmed to require a passcode. In instances where an item is visible and the passcode entered does not have the authority to initiate the function, **NOT AUTHORIZED** will display.

Proper use of any one or a combination of the methods will result in simplified operation by the system owner.

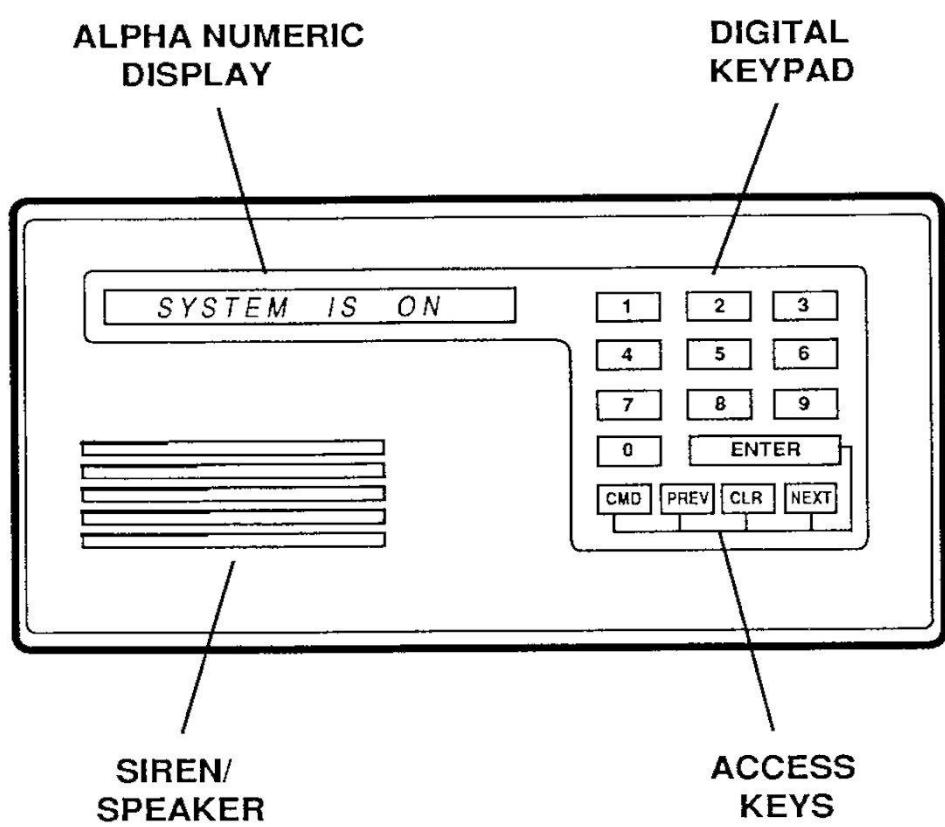
## **Alarm System Limitations**

Not even the most advanced alarm system can guarantee protection against burglary, fire, or environmental problems. All alarm systems are subject to possible compromise or failure-to-warn for a variety of reasons including, but not limited to, the following:

- If sirens or horns are placed outside the hearing range of people in remote areas of the building or in areas which are frequently closed off, they will not provide the protection they are intended to provide.
- If intruders gain access through unprotected points of entry, the system will not detect their entrance.
- If intruders have the technical means of bypassing, jamming, or disconnecting all or part of the system, they will not be detected.
- If the AC power supply is OFF and the back-up battery is either missing or dead, sensors will not detect intrusion.
- Smoke sensors cannot detect smoke in chimneys, in walls or roofs, or smoke blocked by a closed door. They may not detect smoke or fire on a level of the building different from the one on which they are located. Smoke sensors may not be able to warn in time about fires started by explosions, improper storage of flammables, overloaded electrical circuits, or other types of hazardous conditions.
- If phone lines are out of service, signals from the security system to the security company cannot be sent. Telephone lines are vulnerable to compromise by several means.

Inadequate maintenance and failure to test are the most common causes of alarm failure. It is strongly recommended that you test your system once a week to be sure that all system components are working properly.

Although having an alarm system may make you eligible for reduced insurance premiums, the system is no substitute for insurance. Warning devices cannot compensate you for loss of life or property.



## **Advantages of Your Security System**

Your security system helps to secure life, property, and investments against fire, theft, and bodily harm. Your command center is an advanced digital keypad that offers a variety of features not available with any other system. With custom programming, your security system is tailored to meet your individual needs.

## **Maintenance and Service**

This security system requires very little maintenance; however, the system should be tested weekly to ensure that it is working properly. A test schedule and maintenance program can be arranged. If a change in operation is noticed during normal use or testing, call for service as soon as possible. Do not attempt to repair the control panel, command centers, or detectors yourself.

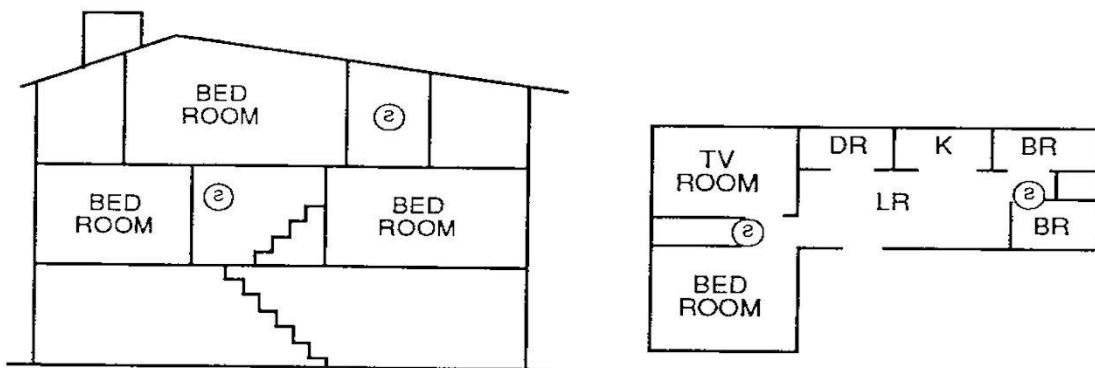
### **How to Clean the Command Center**

If your command center gets dirty, apply a household glass cleaner to a clean cloth or paper towel and wipe the surface. Do not spray any liquid directly onto the command center. It could run down inside the case and damage electrical circuits.

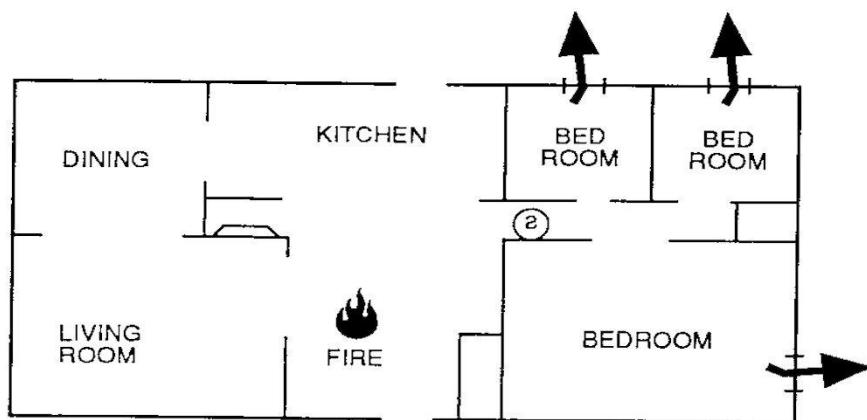
## Fire Safety and Evacuation

Residential fire is a leading cause of accidental death. Most fire related deaths occur at night when the occupants suffocate in their sleep from smoke and toxic gases, rather than from burns. To help reduce this risk, the following program should be implemented.

1. Minimize fire hazards. Smoking in bed, cleaning with flammable liquids such as gasoline, leaving children home alone, and using unsafe holiday decorations are some of the common causes of household fire.
2. Install a fire alarm system. The primary purpose of this system is to protect lives by giving the earliest possible warning of danger.



2. A smoke detector (indicated above by an inverted "s" in a circle) should be provided to protect each sleeping area in a home.
3. Practice an escape plan. A fire alarm may be wasted unless the family has planned for a quick evacuation. Because there may be very little time between detection of a fire and the time it becomes deadly, it is important that every member of the family understand exactly what to do.



Plan both primary and alternate escape routes. Since stairwells and hallways may be blocked during a fire, exiting through a bedroom window must be a part of the escape plan. If the sleeping area is above the ground floor, install a means of safely descending outside the building if one does not already exist.

As a part of this plan, all family members should arrange to meet at a location away from the house (such as a neighbor's house) so you will know that everyone is accounted for.

If it is determined that the alarm was accidentally sounded, the bell should be silenced, the detectors reset, and your security company notified immediately that there is no emergency situation.

## What is a Point?

A "point" is a detection device, or group of devices which are connected to your security system. Each detection device may be individually displayed at the command center with custom text. The text can be a single door, motion detector, smoke detector, or an area such as upstairs or warehouse. The following are the basic types of devices (or points).

### Controlled Points

Controlled points respond to alarm conditions depending upon whether the system is turned on or turned off. There are two types of controlled points as follows:

1. **Perimeter Points:** These usually include all exterior doors and windows of the building. They are armed with the following commands.
  - Arm with passcode (See *Arming With Your Personal Passcode.*)
  - Master arm (See **A- ARM ALL AREAS ?**.)
  - Arm area (See **A- ARM AREA ?**.)
  - Perimeter arm instant (See **A- PERIM INST ?**.)
  - Perimeter arm delayed (See **A- PERIM DELAY ?**.)
2. **Interior Points:** Include interior forms of burglar protection (carpet mats, motion sensors, inside doors, etc.). Interior points are armed with the following commands. **Note:** Points can be instant or delayed.
  - Arm with passcode (See *Arming With Your Personal Passcode.*)
  - Master arm (See **A- ARM ALL AREAS ?**.)
  - Arm area (See **A- ARM AREA ?**.)

### 24-Hour Points

24-hour points are always on, even when the burglar system is turned off. 24-hour points are divided into two types as follows:

1. **Fire Point:** A point that is used exclusively for monitoring fire sensors. It remains armed constantly and can not be disarmed. Fire points can be distinguished from 24-hour points when a device initiates an alarm by the type of display and also the type of audible warning signal sounded from the command center.
2. **24-Hour Point:** A point that remains armed constantly and can not be disarmed. It can be distinguished from a fire point when a device initiates an alarm by the type of display and also the type of audible warning signal sounded from the command center.

## **Warning Signals and Alarms**

Your command center has built-in tones to alert people inside the premises to various system conditions. An additional bell or siren may also be mounted on the exterior of your premises to alert your neighbors of an emergency and to give police an audible guide to help them locate the emergency.

Your command center emits several different sounds which are described below. Some of these signals are optional and can be programmed at your request.

**Burglar Signal:** When a burglar device is activated while your system is on, your command center emits a steady high-pitched burglar tone. The alarm will ring for the length of time set by your security company. Entering your personal passcode silences the burglar alarm.

**Fire Signal:** When a fire device is activated, your command center emits a pulsating high-pitched fire tone. Evacuate all occupants and investigate for smoke or fire. Ensure that all occupants know the difference between the burglar signal and the fire signal. Entering your personal passcode silences the fire alarm. (Some fire alarms can not be silenced until the fire condition clears.)

**Trouble Signal:** When a trouble event such as an AC failure occurs with your system, your command center emits three warble tones, then a pause (repeatedly). Enter your personal passcode to silence the trouble signal. (The AC power must be restored to the system to clear the display.)

### **Viewing Text for Burglar, Fire, and Trouble Signals**

Entering your passcode to silence the system for the above three signals will display the number of events that have occurred. Pressing the **NEXT** key repeatedly will display the text of the devices. After viewing all the device text, press **CLR** repeatedly to return to the idle text.

**Entrance Warning Signal:** Your command center emits a repeating tweedle tone during the entry delay period to remind you to turn off your security system. If the security system is not turned off before the entry delay time expires, an alarm signal may be sent to your security company and the burglar signal may sound.

**Exit Warning Signal:** Your command center emits a repeating beep tone during the exit delay period to remind you to exit. If you exit after the exit delay time passes, you will begin entry delay time. You must then disarm the system in order to not sound an alarm or send an alarm report to your security company.

**Watch Signal:** When your system is in the watch mode, your command center emits a tweedle tone when any perimeter door or window is opened. (See **A- WATCH MODE ?**.)

**Command Center Encoding Signal:** Pressing any key on your command center sounds a muted beep tone, indicating that the entry is valid.

**Error Signal:** This buzz tone sounds when an invalid entry is made or when the command center has no information to display.

## Event Warning Priority

Your command center alerts you to fire, burglar, fire trouble, and trouble events as they occur in the system. If there are multiple alarm conditions, your security system will alert you to them in the following order.

1. **Fire Events:** Fire events are the most life threatening condition.
2. **Fire Trouble Events:** Fire trouble events indicate that one or more fire devices require immediate attention.
3. **Burglar Events:** Burglar events are also considered life threatening, but are considered less life threatening than a fire.
4. **Trouble Events:** Trouble events indicate that one or more of the non-fire devices or the panel itself requires immediate attention.

## Reporting an Alarm Will Interrupt Telephone Service

Your security system automatically disconnects your telephone set from its line when sending reports to your security company. This gives priority to alarm signals during transmission over normal telephone use. Once the report is completed, the telephone set is restored to normal service.

If damage occurs to the telephone line or your telephone service is interrupted, reports will not be transmitted to your security company unless an alternate means of transmitting signals has additionally been installed into your system.

## **Standard Displays**

Your command center features English language and numerical displays. These displays communicate various conditions of your security system such as if the system is turned on, which devices need service, etc. If a series of events is taking place, each event is displayed in sequence. Most standard displays are described below. Some of these displays may not be used in your system. Check with your security company for further information.

### ***DISARM NOW***

Indicates that entry delay time has been initiated by opening a delay door when the system is turned on. The area must be disarmed immediately to avoid sending an alarm signal.

### ***EXIT NOW***

Indicates that exit delay time is in progress and displays the number of seconds remaining before the system turns on. This allows arming of the system and provides time for you to exit through a protected door.

### ***PERIMETR DELAY***

Indicates that the perimeter is on with entry/exit delay time.  
(See **A- PERIM DELAY ?** section in this manual.)

### ***PERIMETR INSTANT***

Indicates that the perimeter is on without entry/exit delay time.  
(See **A- PERIM INST ?** section in this manual.)

### ***SERVC AC FAIL***

Indicates that AC power to the security system is interrupted. Check the plug-in transformer and circuit breaker. Entering your passcode silences the trouble buzz, and the display will clear when the AC power is present again.

### ***SERVC COMM FAIL***

Indicates your security system is not communicating with your security company. Entering your passcode clears this display. Notify your security company of the communication trouble.

### ***SERVC BATT MSING***

### ***SERVC BATT LOW***

Indicates the security system's battery is disconnected (missing), low, or temporarily draining faster than it can be recharged. If this display remains, call your security company for service.

### ***SERVC PH LINE #X***

Indicates telephone line trouble. Call your phone company from another phone to report telephone trouble.

### ***SERVC PRINTER***

Indicates that the printer (if installed) at your premises is in a trouble condition. Notify your security company.

**SYSTEM TROUBLE**

Indicates that a trouble signal has been acknowledged with a passcode.

**SERVC KEYPAD**

Indicates that a command center, other than the one displaying the message, is in a trouble condition. Notify your security company.

**SYSTEM BUSY**

Indicates that the security system is already occupied with a task. You momentarily cannot perform the requested function. Try again after 30 seconds.

**SYSTEM COMMAND**

Indicates that the **CMD** key has been pressed. Pressing a numbered key after **CMD** will activate that numbered key's function.

**CALL FOR SERVICE**

Call your security company. The security system may have failed.

**NO AUTHORITY**

Indicates the requested feature is enabled in the system, but the passcode entered does not have the authority to activate the function.

**COMMAND DISABLED**

Indicates the function being requested is not enabled in the system.

**NOT BYPASSABLE**

Indicates that you have tried to bypass a device that your security system is programmed to not allow bypassing. (See **F- BYPASS A PT ?**)

**TOO MANY BYPASSD**

Indicates that you have tried to bypass more than the number of allowable devices.

## Area Descriptions

Your system may have multiple areas. Some system displays will indicate an area number. Your system uses the following area numbers.

Area 1: \_\_\_\_\_

Area 2: \_\_\_\_\_

Area 3: \_\_\_\_\_

Area 4: \_\_\_\_\_

## Your Customized Displays

Your security company has programmed your system to show the following custom displays. These will be displayed when the system is at an idle state.

Display	Function
-----	Indicates the security system is on and ready to detect intruders.
-----	Indicates that the system is off and all perimeter and interior devices are normal and ready to be armed. <b>Note:</b> Pressing the <b>NEXT</b> key displays any devices that have been removed (bypassed) from the system.
-----	Indicates that the system is off and a door or window is open. <b>Note:</b> By pressing the <b>NEXT</b> key, you can view both the number of points that are faulted and the number of points bypassed. By pressing the <b>NEXT</b> key repeatedly, you can view the custom text for these devices.

"At an idle state" means that the system is not currently performing a user request. There are three idle states the system may be in. These indicate whether the burglar system is 1) turned on, 2) turned off, or 3) turned off with doors or windows open.

This manual uses the following idle displays for examples of these three states.

**AREA X IS ON**

**AREA X IS OFF**

**AREA X NOT READY**

**Note:** "X" shown in the examples in this manual indicates a numeric value appearing in the command center display.

## Key Definitions

Your command center has five access keys. These keys are used to move about the functions offered in your system.

**ENTER** This key has four functions. First, entering a passcode while in idle text and then pressing **ENTER** will arm or disarm the system if the passcode you entered has that authority.

The second function of this key is to enter the menu structure by pressing **ENTER** without entering a passcode when the command center is displaying the disarmed idle text. (See *Menu Structure*.)

The third function of this key is to say "yes, this is the selection or value I want." Menu selections may require your personal passcode before starting the function.

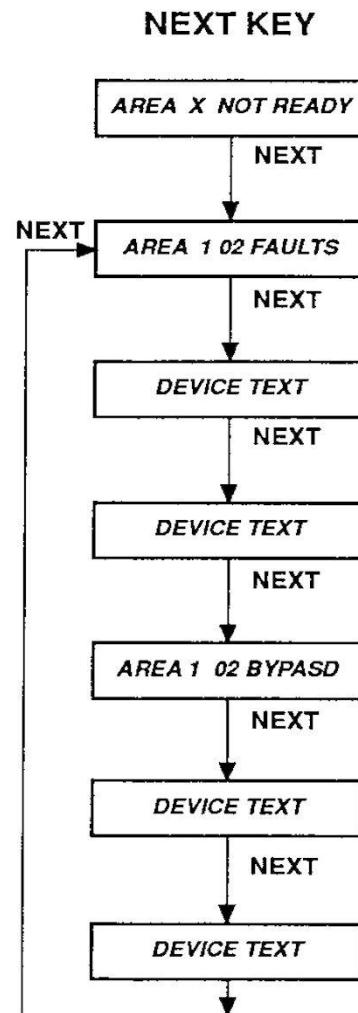
The fourth function of the **D- DISARM ALL ?** key is to bring up the **ENTER** function when pressed during entry delay time.

**CLR** This key exits or backs the display up. Repeated pressing (1-4 times) returns you to the idle display.

**NEXT** This key has two functions. First, the **NEXT** key may be pressed to say "no, this is not the menu item I want." While saying this, you are also telling the system to show you the next selection.

The second function of this key is to view faulted and/or bypassed devices when the system is turned off and the command center is displaying idle text. Pressing the **NEXT** key displays the summary of faulted devices. Continue pressing the **NEXT** key to view those devices. Then continue to press the **NEXT** key to view the summary of bypassed devices, and to view the text of bypassed devices. If there are no faulted or bypassed devices, the command center displays one of the following.

**00 FAULTS**  
**00 BYPASSED**  
**NO DATA TO SHOW**



**PREV** This key has two functions. First it asks the system to go back to the previous menu item.

Also, when at the idle disarmed text, pressing this key may replace the current display with a continuous time and date display.

**CMD** This key, when pressed before a command number, asks the system to go straight to a certain function. This allows you to execute certain functions quickly and easily. (See *Quick Commands*.)

## Quick Commands

Below is a list of command numbers and their functions. These numbers, when at idle disarmed text, can be pressed after the **CMD** key to take you directly to a function. For a full explanation of each function, refer to their particular section in the following pages.

The single letter preceding each function (for example, the "A" in "**A- ARM AREA ?**") indicates in which tabbed section of this manual it is located. The functions that are not preceded by a letter are located in the miscellaneous section.

When using quick commands, the function is automatically found and initiated. Therefore, the displays in the function list below do not appear at your command center.

Command	Function
CMD 1	<b>A- ARM AREA ?</b>
CMD 2	<b>A- PERIM INST ?</b>
CMD 3	<b>A- PERIM DELAY ?</b>
CMD 4 1	<b>T- SEND REPORT ?</b>
CMD 4 3	<b>F- REMOTE PROG ?</b>
CMD 4 4	<b>T- WALK TEST ?</b>
CMD 4 5	<b>C- TIME \ DATE ?</b>
CMD 4 7	<b>F- RESET SENSOR ?</b>
CMD 4 8	<b>T- NEXT TEST RPT ?</b>
CMD 4 9	<b>C- DISPLAY ? (BRIGHT/DIM)</b>
CMD 5 4	<b>F- RELAYS ?</b>
CMD 5 5	<b>C- CHG PASSCODES ?</b>
CMD 5 7	<b>S- DEFAULT TEXT ?</b>
CMD 5 9	<b>S- DISPLAY REV ?</b>
CMD 6	<b>A- WATCH MODE ?</b>
CMD 7	<b>SPECIAL ALERT</b>
CMD 9	<b>SPECIAL ALERT</b>

**Note:** Some functions listed above may not be available in your system.

## Easy Menu

By simply pressing **ENTER** twice when the display is at idle disarmed text, you enter the Easy Menu. To move through this menu, repeatedly press the **NEXT** key until you reach the function you wish to initiate. Then press the **ENTER** key to initiate the function.

Below is a list of your Easy Menu functions. (For a full explanation of these items, refer to their particular sections in the following pages.)

Display	Description

## Menu Structure

The following two pages show the menu structure which allows you to navigate through every function programmed in your system.

The menu structure can be accessed by pressing **ENTER** at idle disarmed text.

Press the **NEXT** key repeatedly to view the menus.

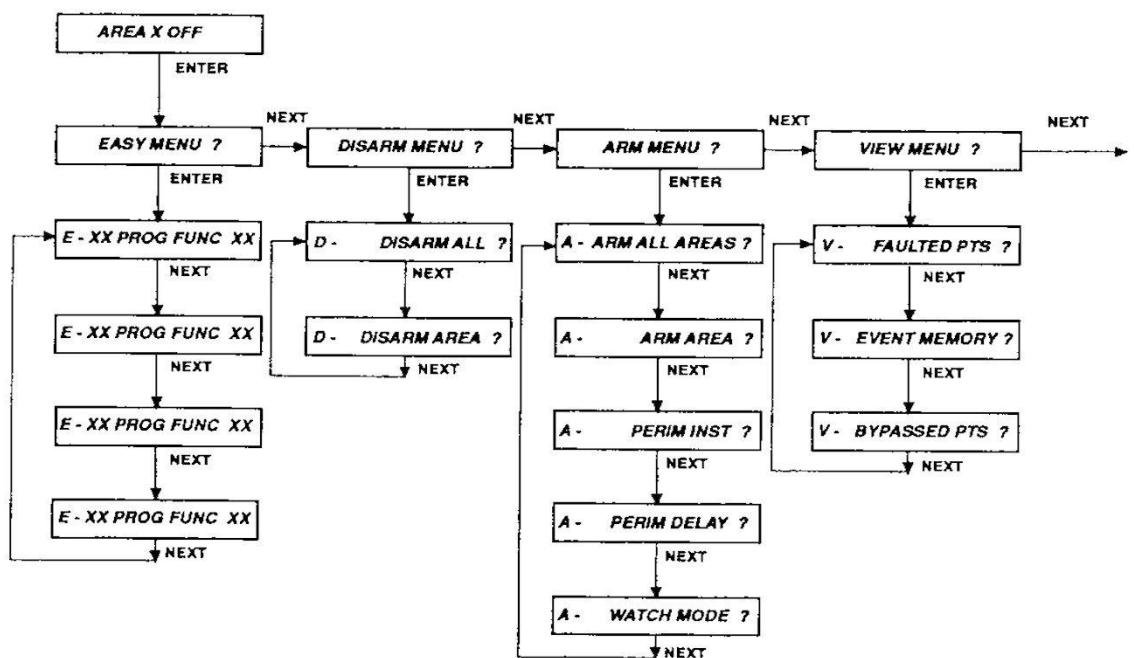
Each menu may be entered by pressing **ENTER** when the menu is displayed.

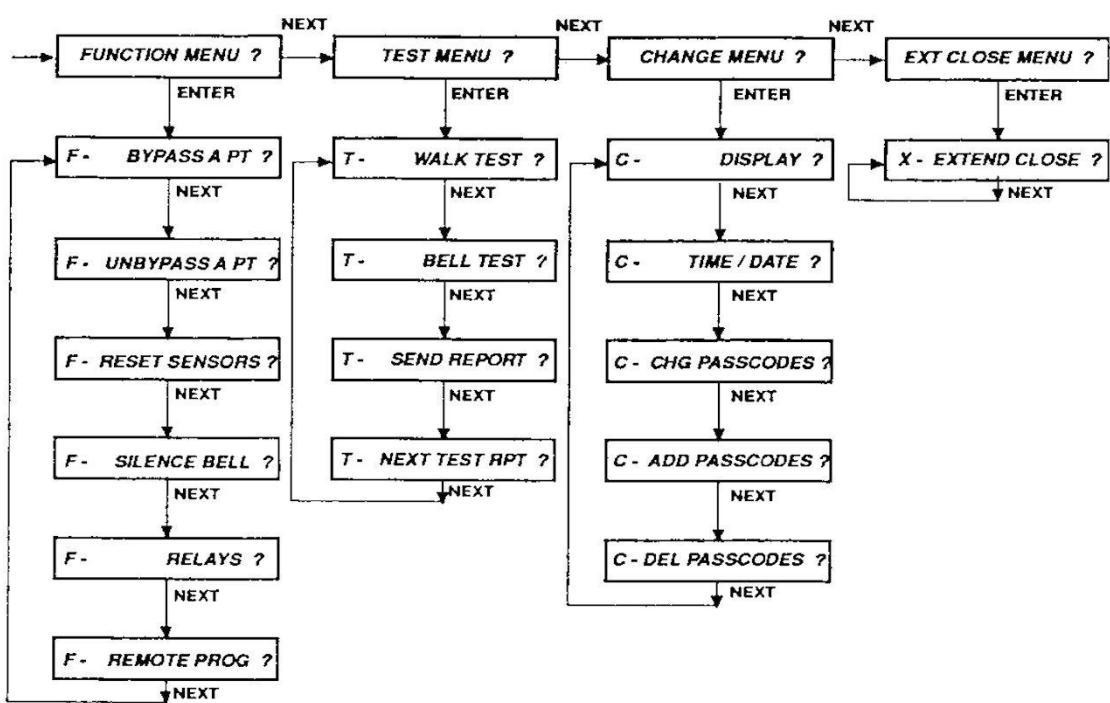
Use the **NEXT** and **PREV** keys to move between features. (For a complete explanation of each key, see *Key Definitions*.)

When you find the function you need, press **ENTER** to initiate it.

For information about each function, refer to the following sections of this manual.

Notice that the functions in the menu structure on the following pages are each preceded by a letter (for example, the "A" in "**A- ARM AREA ?**"). This letter indicates in which tabbed section of this manual the description of the function is located. The functions that are not preceded by a letter are located in the miscellaneous section.





D

Disarm

## **Disarming With Your Personal Passcode**

You may enter your personal passcode to disarm the area you are in if your passcode has been programmed with the proper authority. After entering your passcode, you must press **ENTER** within 8 seconds so that the entry will be valid.

## **Disarming With a Duress Passcode**

A duress passcode disarms your security system just like a personal passcode does, but it also sends an alarm signal to your security company without sounding an alarm on the premises. Your duress passcode is simply your personal passcode with its last digit increased by \_\_\_\_\_.

### **Application**

A duress passcode is useful when someone threatens you and demands that you disarm your security system.

**D- DISARM ALL ?**

### **Application**

This function is useful for disarming multiple areas (when your passcode has authority) with one entry. This may be easier than disarming individual areas independently when you need to turn off several areas at the same time.

When the system is turned on, you must enter through a door that provides entry delay time. When you open the door, the entry delay time starts.

If you fail to disarm before the entry delay time expires or you enter through a door that is not programmed to provide entry delay time, you will cause an immediate alarm. If this happens, silence the alarm (by entering your personal passcode and pressing **ENTER**) and call your security company to let them know that it is not an emergency situation.

- If idle armed text or entry delay text is displayed, simply press **ENTER** to find the **D- DISARM ALL ?** function. Press **ENTER** again to initiate it.
- If idle disarmed text is displayed, initiate the **D- DISARM ALL ?** function by using one of the methods described in the front of this manual.

**Note:** When a passcode is required and **D- DISARM ALL ?** is selected, only the areas the passcode has authority to disarm will turn off.



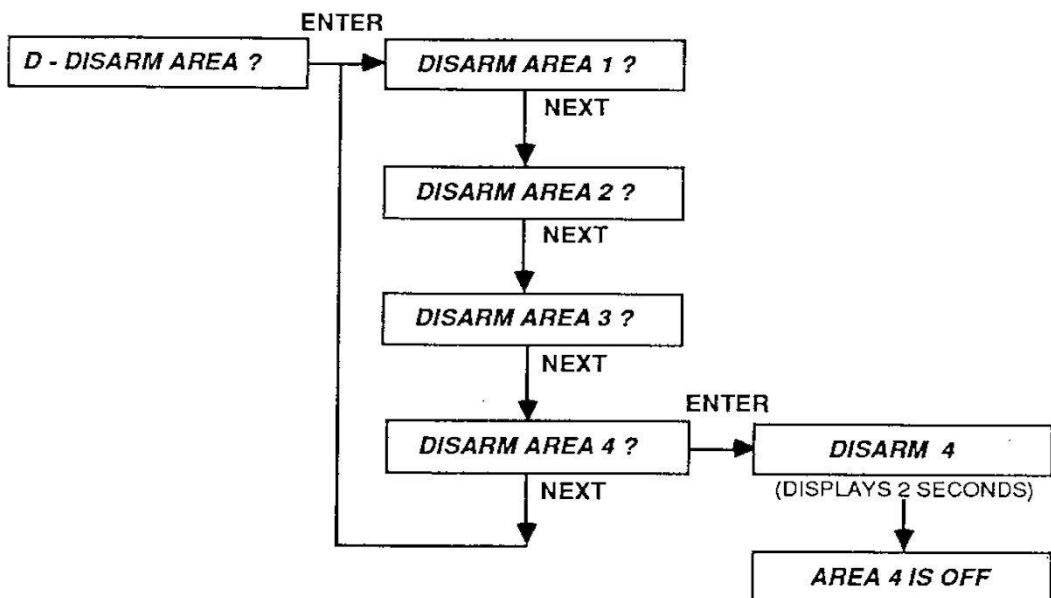
## **D- DISARM AREA ?**

This menu selection allows you to disarm an area other than the one you are in if your passcode has been programmed to have authority in that area. You can also disarm the area you are in with this function, but entering your personal passcode is much quicker.

### **Application**

This function is useful when you need to disarm more than the single area you are in, but not disarm all areas (see **D- DISARM ALL ?** ).

1. • If idle armed text or entry delay text is displayed, disarm the area you are in and initiate this function by using one of the methods described in the front of this manual.
  - If idle disarmed text is displayed, initiate the **D- DISARM AREA ?** function by using one of the methods described in the front of this manual.
2. The first area you may disarm displays.  
Repeatedly pressing the **NEXT** key will allow you to scroll through the rest of the areas you may disarm.
3. When the display shows the area you wish to disarm, press **ENTER** .



A

Arm

## **Arming With Your Personal Passcode**

You may enter your personal passcode to arm the area you are in if your passcode has been programmed with the proper authority. After entering your passcode, you must press **ENTER** within 8 seconds so that the entry will be valid.

## **Arming With a Duress Passcode**

A duress passcode arms your security system just like a personal passcode does, but it also sends an alarm signal to your security company without sounding an alarm on the premises. Your duress passcode is simply your personal passcode with its last digit increased by \_\_\_\_\_.

### **Application**

A duress passcode is useful when someone threatens you and demands that you arm your security system.

## **Force Arming the System With Doors or Windows Open**

When arming your system, if a protected door or window is open, you have the option of arming with that device faulted (removing protection of this device from your system). Your system may or may not include the device when it is returned to a normal condition during the armed state. If your system does include the device, an alarm will sound when the door or window is reopened after being closed. This may allow you to leave some doors and windows open while arming the system, but may also provide protection after you decide to close them. When the system is turned off and then later turned back on, these devices respond normally again in the alarm system. (This feature has to do with "bypassable" and "returnable" points and may not be available in your system or for certain types of points. Ask your security technician.)

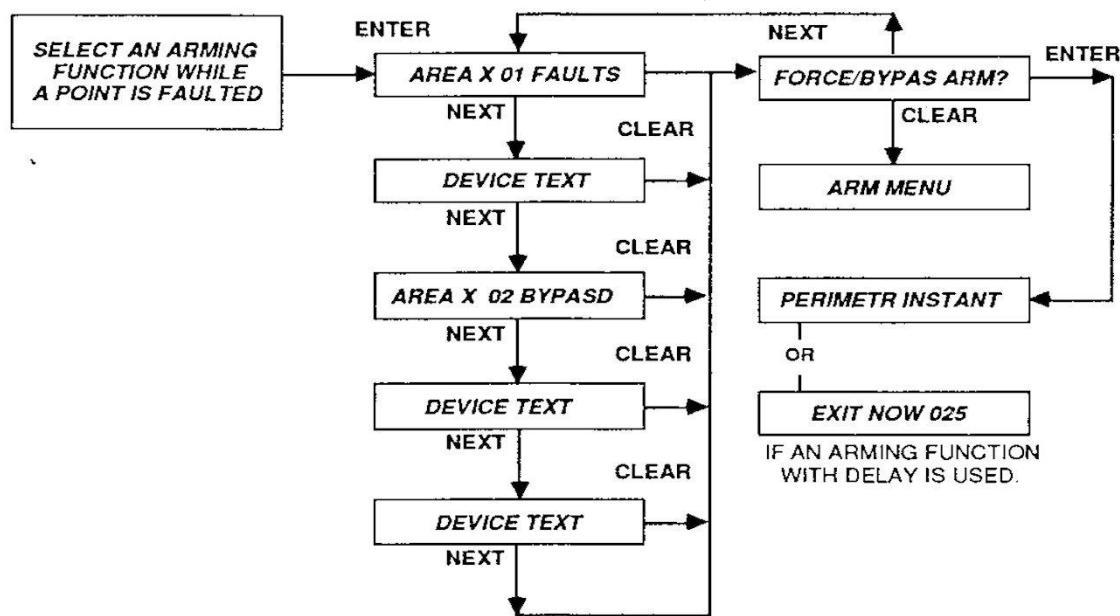
When using this function, the door or window must be open while you are arming the system. If you wish to exclude a door or window from the system's protection that is not open at the time of arming, or leave a door or window unprotected for long periods of time, refer to the section about bypassing a point.

**NOT BYPASSABLE** indicates the system is programmed to not arm with a particular door(s) or window(s) open. These devices in your system are not bypassable: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**TOO MANY BYPASSD** indicates that the system's programmed number of allowable bypasses has been exceeded. Return the correct number of devices to the system by unbypassing them or closing open doors or windows. Your system's number of allowable bypasses is\_\_\_\_\_.

**NO AUTHORITY** indicates the passcode entered has not been given the authority to force arm.

## Force Arming



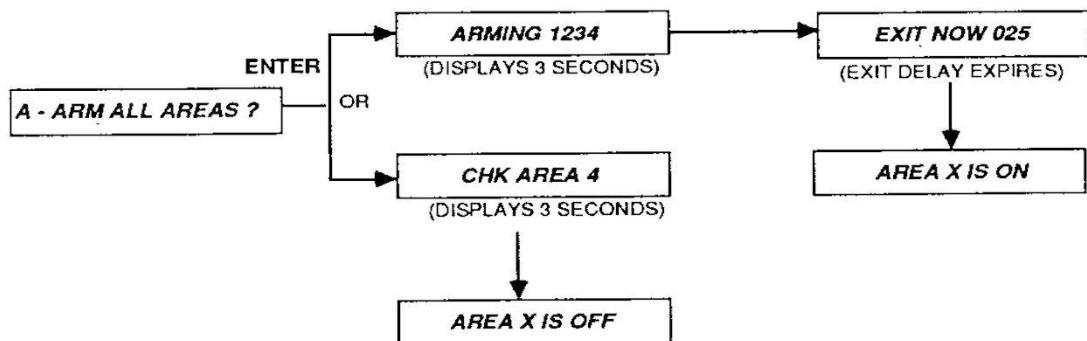
Note: Your system may only allow you to force arm the area you are in. If so, the command center will display **CHK AREA X** to indicate the area number that has faulted or bypassed devices.

## A- ARM ALL AREAS ?

When your system is turned off, you can use this function to arm all areas in the system, both perimeter and interior points. If there are areas of the system that are already armed, this function will arm all disarmed areas without changing the status of the already armed areas.

1. Ensure your command center is at idle text.
2. Initiate the **A- ARM ALL AREAS ?** function using one of the methods described in the front of this manual.  
**Note:** If a passcode is required, only areas where the passcode you entered has authority will arm. If no passcode is required, all areas that are enabled will arm.
3. The command center will display all areas that are arming. If a device is faulted when you select this command, **CHK AREA X** displays. You may be able to do one of the following.
  - Close doors and/or windows.
  - Force arm (if your system allows).
  - Bypass (if your system allows).
4. After arming your system, you may leave the building through a door that provides exit delay time. Your command center displays the remaining seconds of exit delay time as they count down and emits an intermittent beep tone until it is armed.

**Note:** If you open the door after the exit delay time expires, you will begin the entry delay time and must disarm the system in order to avoid initiating an alarm.



## A- ARM AREA ?

This option lets you arm an area of your system other than the one you are in if your passcode has been programmed to have authority in that area. If you intend to arm other areas, arm them first before you arm the area you are in (it is not possible to arm other areas unless the area you are in is disarmed). If you want to arm only the area you are in, you may use this function; however, arming with your personal passcode is much quicker.

### Application

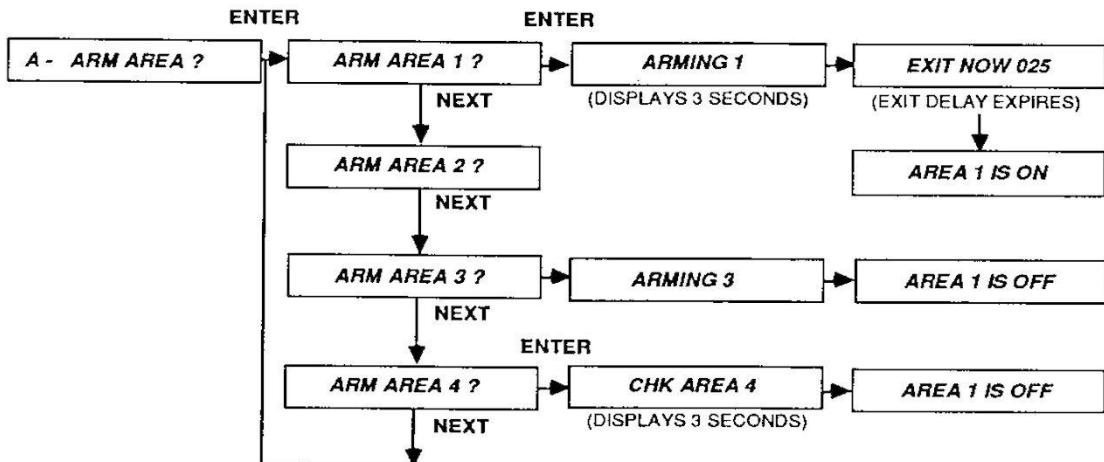
This function is useful when you would like to arm a single area that you are not in.

1. Ensure your command center is at disarmed idle text.
2. Initiate the **A- ARM AREA ?** function using one of the methods described in the front of this manual.
3. The command center displays the first area that you may arm. Repeatedly pressing the **NEXT** key will allow you to scroll through the rest of the areas you may arm.
4. When the display shows the area you wish to arm, press **ENTER**.

**Note:** If a passcode is required, only areas where the passcode you entered has authority will display. If no passcode is required, all areas will be shown in the list of available areas to arm.

If a device is faulted in an area other than the one you are in when the area is selected, **CHK AREA X** displays for 3 seconds and then returns to area disarmed idle text. You may do one of the following.

- Close doors and/or windows and initiate this function again.
- Bypass (if your system allows) and initiate this function again.
- Force arm (if your system allows).



**Note:** After you arm areas other than the one you are in, the display returns to area idle disarmed text. If you wish to arm the area you are in now, you can do this by entering your personal passcode and pressing **ENTER**.

**A- PERIM INST ?**

When you arm just the perimeter of your system without delays, only the perimeter is armed, leaving the interior of the building disarmed.

### **Application**

This option is useful in residential systems when everyone is home and ready to retire for the evening. It is also useful in commercial systems when you are working after business hours and wish to have the perimeter devices turned on until you are ready to leave.

1. Ensure your command center is at idle text.
2. Initiate the **A- PERIM INST ?** function using one of the methods described in the front of this manual.
3. The display indicates if any perimeter devices are bypassed or faulted. You can scroll through these by repeatedly pressing **NEXT**. It will also indicate if your system allows you to force arm with these devices faulted. If so, you must press **ENTER** at this point to force arm.

**Note:** After arming the perimeter without delays, you may not leave the building until you have turned the perimeter of the system off. If you open a door before disarming, you will generate an alarm. If this happens, silence the alarm and call your security company to let them know that it is not an emergency situation.



## **A- PERIM DELAY ?**

When you arm your perimeter with delays, only the perimeter is armed, leaving the interior of the building disarmed.

### **Application**

This option is useful when you are leaving the home or office, but other people or a pet are still moving around inside.

1. Ensure your command center is at idle text.
2. Initiate the **A- PERIM DELAY ?** function using one of the methods described in the front of this manual.
3. The display indicates if any perimeter devices are bypassed or faulted. You can scroll through these by repeatedly pressing **NEXT**. It will also indicate if your system allows you to force arm with these devices faulted. If so, you must press **ENTER** at this point to force arm.
4. After arming your perimeter with delays, you may leave the building through a door that provides exit delay time. Your command center displays the remaining seconds of exit delay time as they count down and emits an intermittent beep tone until it is armed.

**Note:** If you open the door after the exit delay time expires, you will begin the entry delay time and, if you do not turn the system off, will generate an alarm. If this happens, silence the alarm and call your security company to let them know that it is not an emergency situation.



## A- WATCH MODE ?

When your security system is disarmed, you may use watch mode to monitor your perimeter doors and windows. No alarms are generated by this mode except 24-hour alarms (fire, panic, etc.) and no tone is emitted for interior movement.

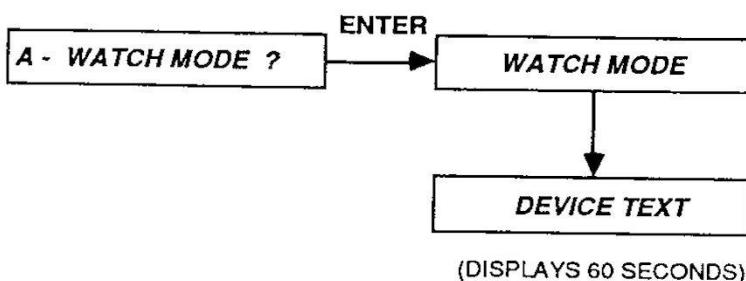
### Application

This option is useful in residential systems when you want to monitor entries or exits in your home, as well as in commercial systems as a door chime to alert you when a customer or delivery person has entered your business.

1. Ensure your command center is at idle text.
2. Initiate the **A- WATCH MODE ?** function using one of the methods described in the front of this manual.
3. **WATCH MODE** displays.

When in this mode, your command center emits a short tone to alert you of entry or exit through the perimeter of your building. The command center will display the text of the perimeter point for 60 seconds to allow you to see which perimeter point was faulted.

**Note:** If the door is held open, the chime may continue to sound every 60 seconds on some systems. If the system continues to chime, but you wish to leave the door open, you may bypass that device to stop the chime. The device must be unbypassed to be included in the system again.



V

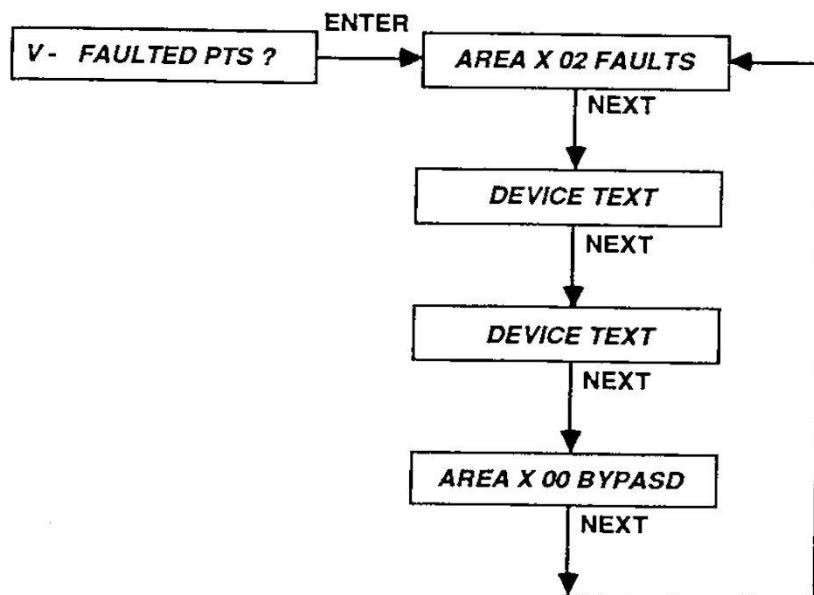
View

## **V- FAULTED PTS ?**

To properly arm your system, all the doors and windows in the system must be in the normal (not faulted) condition. Viewing the faulted points helps you find faulted points and correct them so proper arming is possible.

1. Ensure your command center is at idle text.
  - If idle armed text is displayed, disarm and initiate the **V- FAULTED PTS ?** function using one of the methods described in the front of this manual.
  - If idle disarmed text is displayed and the display indicates that the area is not ready to arm, press the **NEXT** key.
2. The first display indicates the number of faulted devices in an area. Press **NEXT** to view the device text.

When viewing faulted points, if there are no faulted points to view, the command center will display **AREA X 00 FAULTS** and **AREA X 00 BYPASD**.
3. Continue pressing **NEXT** to scroll through the entire list of faulted devices.
4. You can return to idle text at any time by pressing **CLR**.



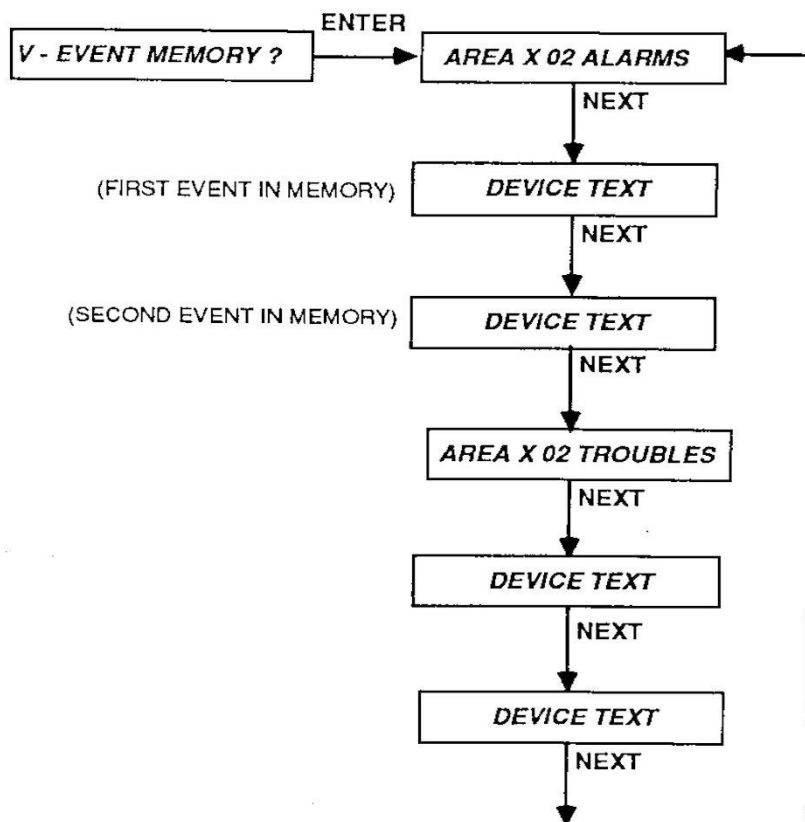
## V- EVENT MEMORY ?

By viewing event memory, you can view all the events that have occurred since the last time the system was armed. Each time you arm the system, the information in this option is erased and new events are recorded as they occur. Then, when the system is disarmed, that information is stored in event memory until you arm the system again.

### Application

When the system is disarmed, the **V- EVENT MEMORY ?** function is designed to show you events that occurred during the last arming period. This allows you or a service technician to review activity that most recently occurred in the system.

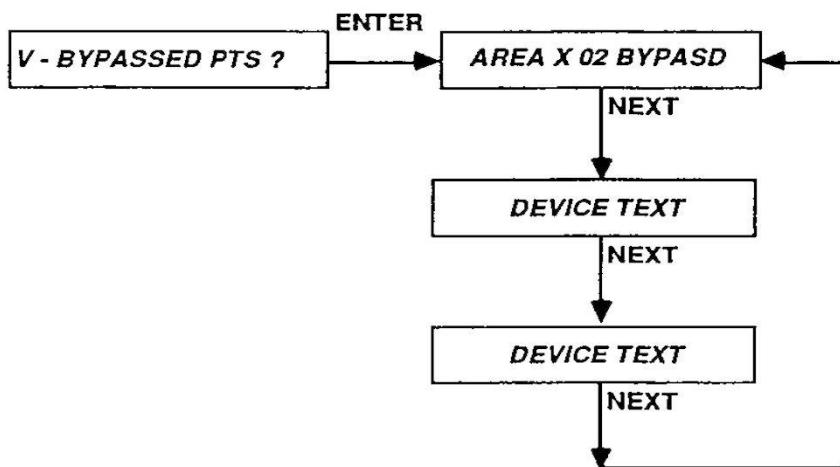
1. Ensure your command center is at idle disarmed text.
2. Initiate the **V- EVENT MEMORY ?** function using one of the methods described in the front of this manual.
3. Your system will display events in one of these orders: fire alarm, fire trouble, alarm, trouble, and service; or alarm and trouble. Press **NEXT** repeatedly to view the events followed by the device text.  
If there are no alarm or trouble events to view, **00 TROUBLES** will display.
4. You can return to idle text at any time by pressing **CLR**.



## **V- BYPASSED PTS ?**

This function is used to view devices that have been bypassed (removed from the system). Bypassed points are displayed 1) each time you arm the system, 2) when you press **NEXT** at idle disarmed text, and 3) when you use this option. Bypassed points do not provide protection to the system. Once a point is bypassed, the only way to put it back into the system is to unbypass it.

1. Ensure your command center is at idle text.
2. Initiate the **V- BYPASSED PTS ?** function using one of the methods described in the front of this manual.
3. The first display indicates the number of bypassed devices in an area. Press **NEXT** to view the device text.  
When viewing bypassed points, if there are no bypassed points to view, the command center will either display **00 BYPASS** or **NO DATA TO SHOW**.  
4. Continue pressing **NEXT** to scroll through the entire list of bypassed devices.
5. You can return to idle text at any time by pressing **CLR**.



**Function**

**F**

## **F- BYPASS A PT ?**

Bypassed points are devices that you do not want included when arming the system. You may bypass a device any time during the disarmed period whether the device is faulted or not.

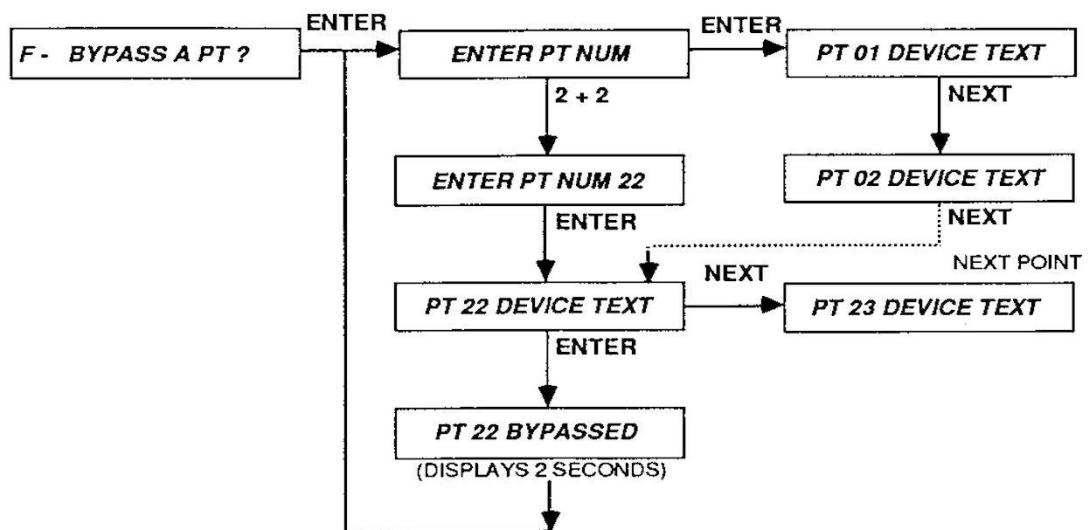
### **Application**

During construction, remodeling, or damage to an alarm device, this function is useful for removing devices without the assistance of an alarm technician. Also, this function may be used when you wish to leave a window open over night without initiating an alarm. (See also *Force Arming the System With Doors or Windows Open.*)

1. Ensure your command center is at idle text.
2. Initiate the **F- BYPASS A PT ?** function using one of the methods described in the front of this manual.
3. When **ENTER PT NUM** displays:
  - If you know the point number of the device you wish to bypass, enter the number and press **ENTER**.
  - If you do not know the point number of the device you wish to bypass, you may view the list of devices that can be bypassed by pressing the **ENTER** key without entering any digits when **ENTER PT NUM** is displayed.  
Continuously pressing **NEXT** will allow you to scroll through these devices. When the device text of the device you wish to bypass is displayed, press **ENTER**.
4. **PT X BYPASSED** displays to indicate the device is bypassed. If the device is not bypassed, one of the following messages displays.
  - **NOT BYPASSABLE** indicates the system is programmed to not arm with that device bypassed.
  - **TOO MANY BYPASSED** indicates that the system's programmed number of allowable bypasses will be exceeded.
  - **INVALID POINT** indicates that the device is not assigned to the area that you are in.
5. You can return to idle text by pressing **CLR**.

**Note:** Once a device is bypassed, the only way to put it back into the system is to unbypass it.

*Diagram on following page.*



*Instructions on previous page.*

## F- UNBYPASS A PT ?

Unbypassing a point is the only way to put a bypassed point back into the security system so that it will provide protection.

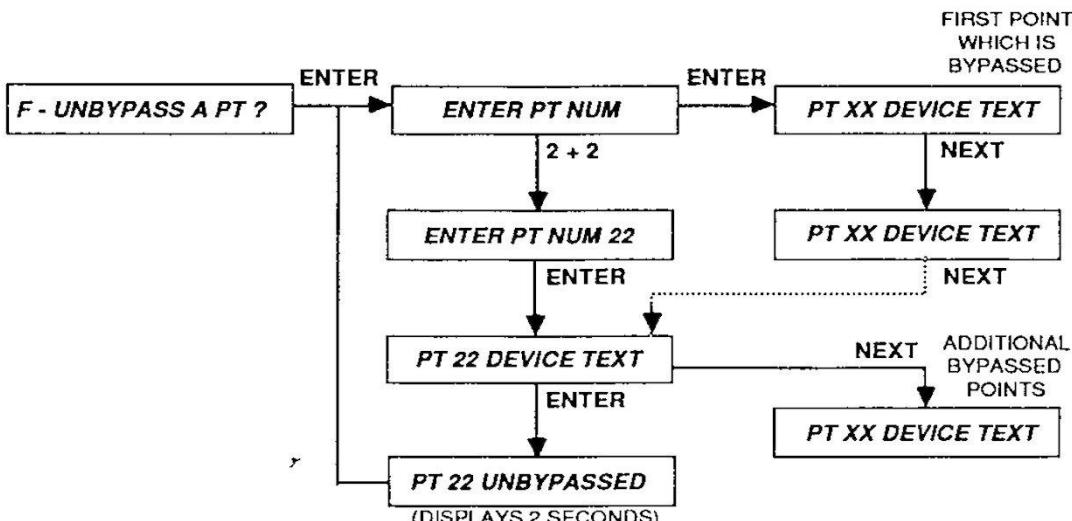
1. Ensure your command center is at idle text.
2. Initiate the **F- UNBYPASS A PT ?** function using one of the methods described in the front of this manual.
3. When **ENTER PT NUM** displays:
  - If you know the point number of the device you wish to unbypass, enter the number and press **ENTER**.
  - If you do not know the point number of the device you wish to unbypass, you may view the list of devices that are bypassed by pressing the **ENTER** key without entering any digits when **ENTER PT NUM** is displayed.

If there are no devices bypassed, **NO PTS BYPASD** displays.

Continuously pressing **NEXT** will allow you to scroll through the list of bypassed devices. When the device text of the device you wish to unbypass is displayed, press **ENTER**.

4. **PT X UNBYPASSED** displays to indicate the device is unbypassed.
5. You can return to idle text by pressing **CLR**.
6. To confirm that the device is placed back in the system and providing protection again, scroll through the bypassed points to ensure that it is no longer included by either repeatedly pressing **NEXT** at disarmed idle text, or initiating the command to view bypassed points (see **V- BYPASSED PTS ?**).

**Note:** Some devices may bypass automatically during the armed period if they activate an alarm condition more than four times in one hour. These devices will have to be unbypassed as described above.

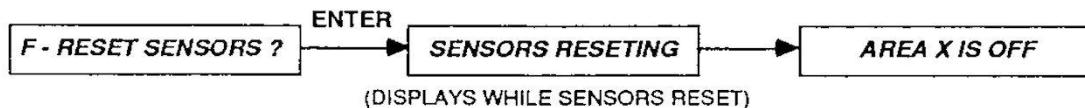


## **F- RESET SENSORS ?**

Detection devices, such as smoke detectors, shock sensors, and a variety of other detection devices, must be reset after being activated. They require power removal to reset. This function removes power from these sensors and then reapplies power.

1. Ensure your command center is at idle text.
2. Initiate the **F- RESET SENSORS ?** function using one of the methods described in the front of this manual.
3. **SENSORS RESETING** will display. When the sensors are reset, the idle text will reappear at the command center.

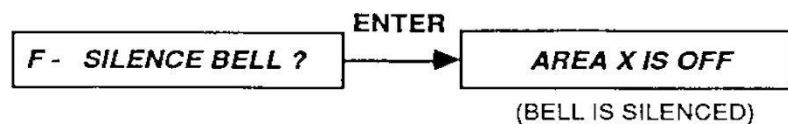
**Note:** If you enter this function and the detector resets momentarily, but then returns to a faulted condition, the detector may be faulty or still in an alarm mode. Contact your security company and describe the problem in detail.



**F- SILENCE BELL ?**

An audible alarm (at the command center or outside sounding device) has a specific period of time it sounds before automatically shutting off. If an alarm occurs and you want to silence the audible before the time expires, you may use this option to do so. However, some security systems are programmed so that the alarms cannot be silenced until the device is restored to normal (non-alarm) condition.

1. Ensure your command center is at idle text.
2. Initiate the **F- SILENCE BELL ?** function using one of the methods described in the front of this manual.
3. When the bell is silenced, the idle text will reappear at the command center.

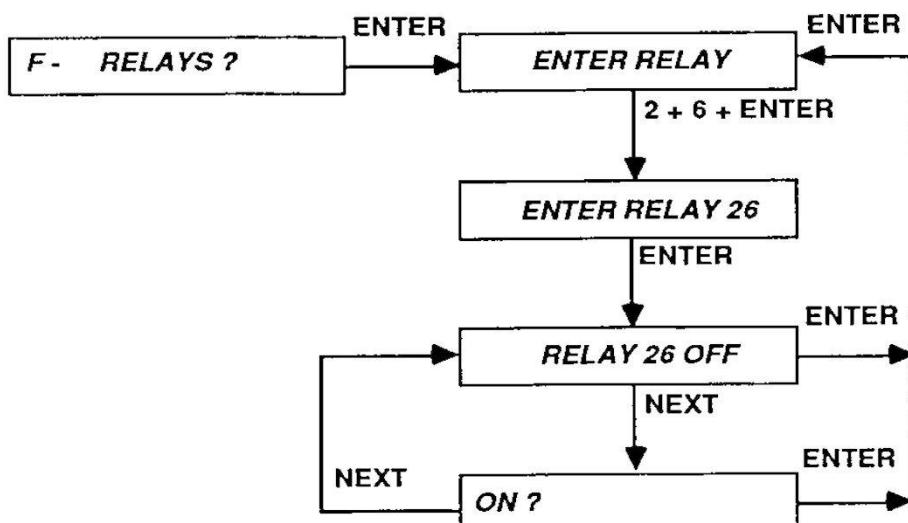


## Application

The relay function can be used to turn lighting on or off, open and close gates, etc.

1. Ensure your command center is at idle text.
2. Initiate the **F- RELAYS ?** function using one of the methods described in the front of this manual.
3. When **ENTER RELAY** displays:
  - If you know the relay number of the relay you wish to initiate, enter the number and press **ENTER**.
  - If you do not know the number of the relay you wish to initiate, you may view the list of relays by pressing the **ENTER** key without entering any digits.
 Continuously pressing **NEXT** will allow you to scroll through the list of relays. When the relay you wish to initiate is displayed, press **ENTER**. If no relays are used in your system, the error signal sounds at the command center.
4. The status of the relay (on or off) will automatically display at your command center. You can press the **NEXT** key to move between **ON ?** and **OFF ?**.
5. When the display shows the status (**ON ?** or **OFF ?**) you want that relay to have, press the **ENTER** key.
6. You can return to idle text by pressing **CLR** twice.

Contact your security company for further information regarding the use of relays in connection with your alarm system.

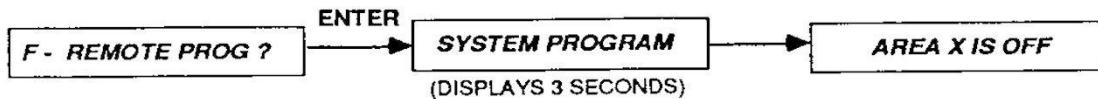


**F- REMOTE PROG ?**

Your security system has the ability to be reprogrammed by your security technician through your telephone line. This is called remote programming. Typical remote programming includes changing personal passcodes, changing entry/exit delays, resetting the system clock/calendar, and adding/deleting system arming commands. Follow the steps below or call for proper instructions.

1. Ensure your security system is disarmed.
2. Call this phone number: \_\_\_\_\_ . This number is designated for the Remote Account Manager. You must make the call using the telephone located \_\_\_\_\_ .
3. Identify yourself and your premises (account number, name, address, etc.) and advise the operator of the services you wish to have performed.
4. When the operator directs you, initiate the **F- REMOTE PROG ?** function using one of the methods described in the front of this manual.
5. The display will momentarily show **SYSTEM PROGRAM** .
6. The telephone line that the call was made from cannot be used when remote programming is in progress. You may hang up the telephone.  
When remote programming is completed, your telephone line is restored to normal service.

**Note:** The actual amount of time it takes to program the panel varies with the amount of changes made to the program.



T

Test

**T-**

**.WALK TEST ?**

**Caution:** Your system may contain 24-hour devices that will not transmit to the central monitoring station while in the test mode. Other systems test fire devices independently from the walk test. Contact your security company for information on whether fire devices should be tested in this mode or not.

This test will determine if command centers, detection devices, and sounders (both interior and exterior) in your system are functioning properly. This test should be performed while disarmed so that reports are not sent to your security company. You can review both the tested and untested points at your command center to help pin-point any problems.

**Note:** Some systems allow no more than 20 devices to be tested at one time.

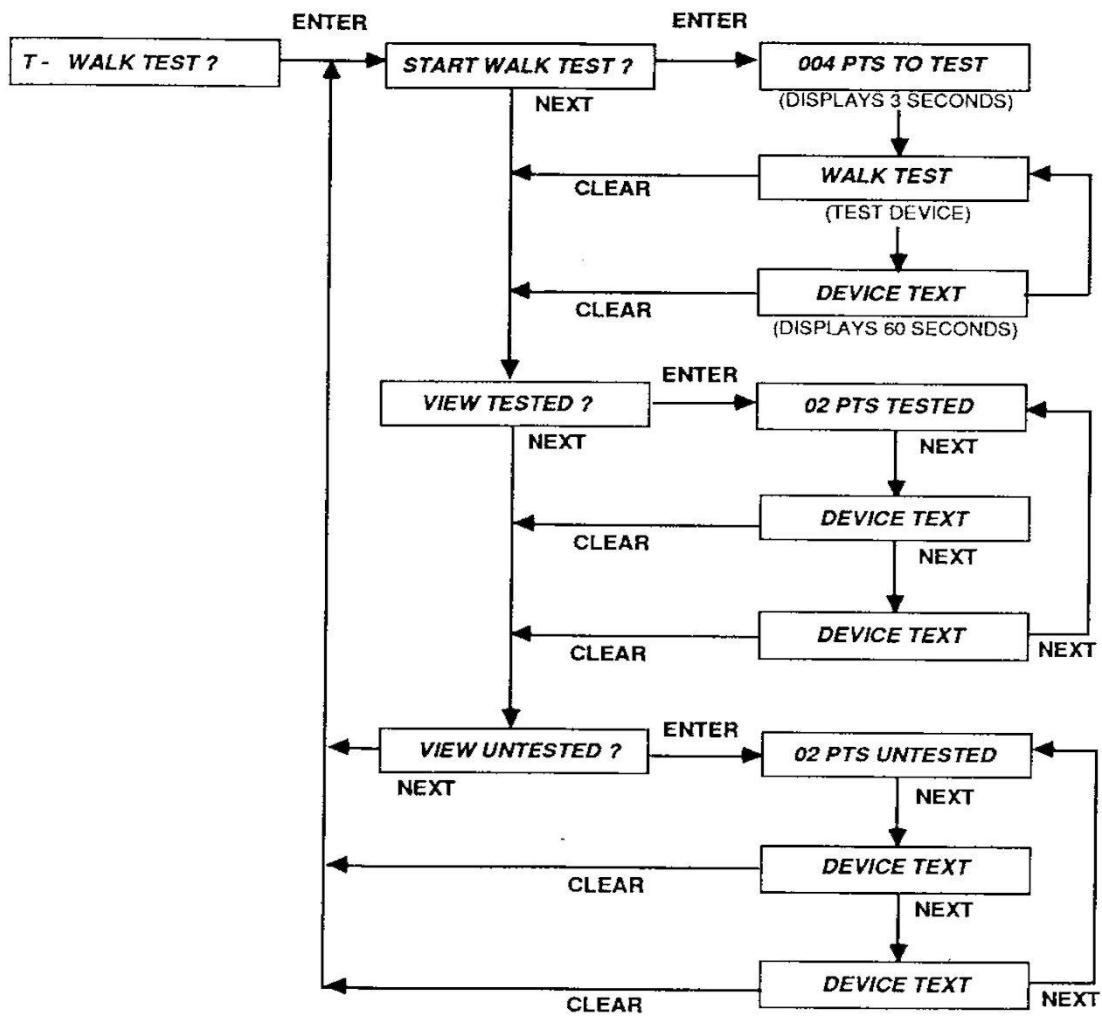
1. Ensure your command center is at idle disarmed text.
2. Initiate the **T- WALK TEST ?** function using one of the methods described in the front of this manual.
3. When **START WALK TEST ?** displays, press **ENTER**.
4. The display will indicate the number of devices that can be tested and then display **WALK TEST**.
5. Test detection devices. Activate each sensor by opening protected doors and windows one-at-a-time.
6. As the detection devices are faulted, your command center will emit a brief tone and display the point that has been tested. This verifies that the detection device is working properly. Once tested, a device will not allow retest, nor will it increment the test count.
7. After performing the test, you may wish to view the devices that were tested or the devices that were not tested.

If you are still within the walk test function, press the **CLR** key once.

8. **VIEW TESTED ?** displays.
  - If you wish to choose this function, press **ENTER**.
  - If you wish to choose the **VIEW UNTESTED ?** menu selection, press **NEXT**, and when it is displayed, press **ENTER**.
9. The command center will display the number of points tested/untested. Press **NEXT** repeatedly to view the point text of each point tested/untested.
10. You can return to idle text by pressing **CLR** three times.

**Note:** After no activity has occurred on the system for 10 minutes, the walk test will automatically end.

*Diagram on following page.*



*Instructions on previous page.*

## Additional Test Information

After devices are tested, you can check the electrical condition generated by the device during the test. When in the **VIEW TESTED ?** or **VIEW UNTESTED ?** section of the menu and device text is shown in the display, press **ENTER**. The displays below appear.

### Hardwire Points

**PT###\_SHORT\_HW**  
**PT###\_OPEN\_HW**  
**PT###\_NORML\_HW**  
**PT###\_MISNG\_HW**

point number

"**HW**" indicates Hardwire Point.

### RF Points

**PT###\_SHORT\_RBT#**  
**PT###\_OPEN\_RBT#**  
**PT###\_NORML\_RBT#**  
**PT###\_MISNG\_RBT#**

point number

**0 - 9** indicates signal strength.  
**0** = weak, **9** = strong.

"**T**" indicates tamper (RF Point with cover removed).

"**B**" indicates battery is low,  
"Blank" if battery OK.

"**R**" indicates RF Point.

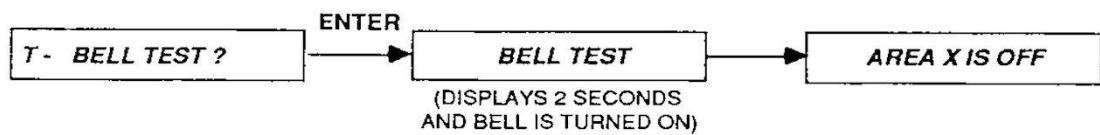
- If you accessed this function from **VIEW TESTED ?** the display indicates the electrical condition during the test.
- If you accessed this function from **VIEW UNTESTED ?** the display indicates the current electrical condition of the point.

**T-**

**BELL TEST ?**

This test lets you ring your bell at any time to determine if it is functioning properly. Perform this test with your system disarmed.

1. Ensure your command center is at idle disarmed text.
2. Initiate the **T- BELL TEST ?** function using one of the methods described in the front of this manual.
3. **BELL TEST** displays and your system sounds the bell for 2 seconds.



## **T- SEND REPORT ?**

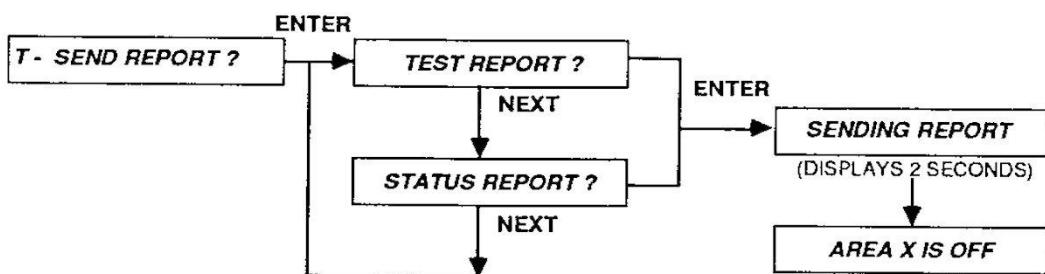
This function tests the communication link between your security system and your security company. It is an important part of maintaining a high level of security for your property.

Two types of test reports may be sent. Both will transmit into the central station. The only difference is the type of information transmitted to the central station.

The first type of report you may send is a simple test report. The second type of report you may send is a status report. This status report indicates the current condition of your system to the central station. This report is additionally capable of telling your security company the condition of primary and secondary power and the condition of detection devices.

1. Always call your security company before sending a test report.
2. Ensure your command center is at idle disarmed text.
3. Initiate the **T- SEND REPORT ?** function using one of the methods described in the front of this manual.
4. **TEST REPORT ?** displays.
  - If you wish to send a test report, press **ENTER**.
  - If you wish to send a status report, press **NEXT**. When **STATUS REPORT ?** displays, press **ENTER**.
5. Your system will display **SENDING REPORT** for 2 seconds and then return to idle text.

**Note:** Your alarm system is designed to make repeated attempts to communicate with the central station. In the event your security system experiences difficulty communicating with the central station after repeated attempts, the command center will buzz and display **SERVC COMM FAIL**. The amount of time the system will take before displaying will vary on the type of system.

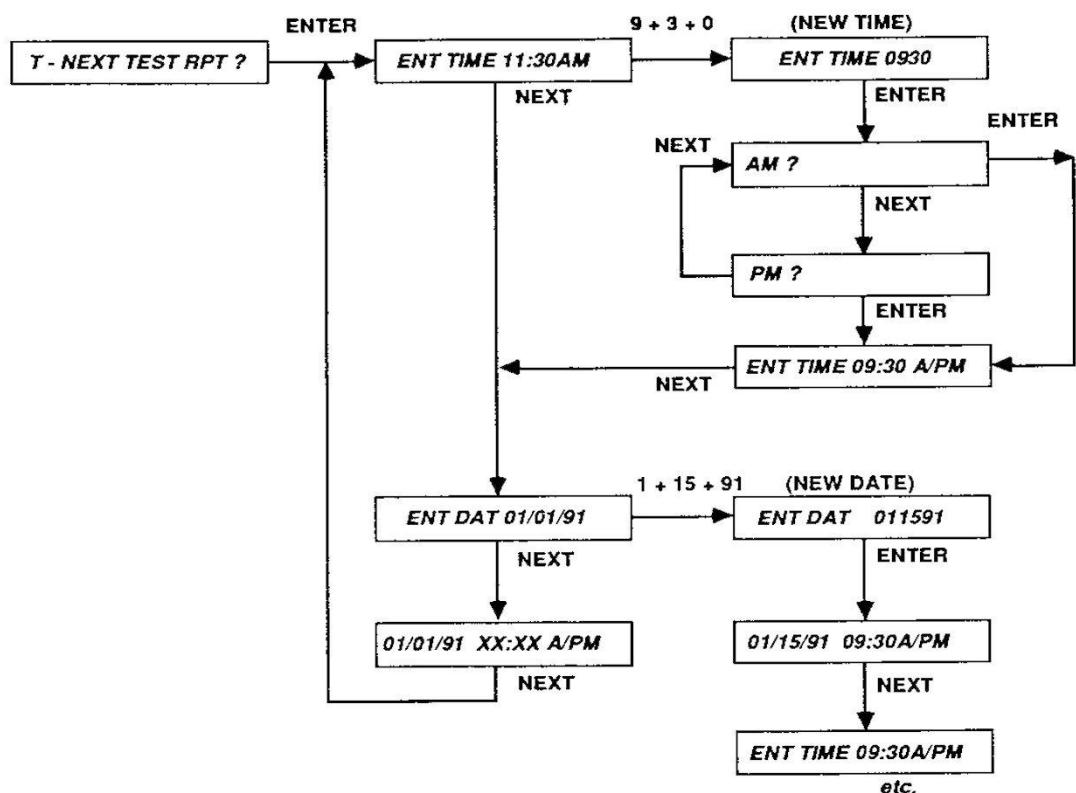


**T- NEXT TEST RPT ?**

This function lets you view the time and date the next test report will be sent. While this is displayed, you may change the time and/or date if you wish. Test report times should not be changed unless you have been instructed to do so by your security company.

1. Ensure your command center is at idle disarmed text.
2. Initiate the **T- NEXT TEST RPT ?** function using one of the methods described in the front of this manual.
3. **ENT TIME XX:XX** (XX:XX = time of the next test report) displays.
  - If the time displayed is correct, press **ENTER**. The display remains the same.
  - If you wish to change the time of the next test report, enter the desired time and press **ENTER**. Your command center displays **AM ?**. If you wish to chose AM, press the **ENTER** key. If you wish to chose PM, press the **NEXT** key. When the command center displays **PM ?**, press the **ENTER** key. The new time displays.
4. To view the date, press the **NEXT** key. Your command center will display **ENT DAT XX/XX** (XX/XX = date of next test report).
  - If the date displayed is correct, press **ENTER**. The display remains the same.
  - If you wish to change the date, enter the correct date (month and day only) and press **ENTER**. The new date displays.
5. You may view the new time and date by pressing **NEXT**.
6. If you wish to return to idle text, press **CLR** twice.

*Diagram on following page.*



*Instructions on previous page.*

**C**

Change

C-

**DISPLAY ?**

### **Bright/Dim**

First, you can change your command center's display to make it bright or dim. When the display is dim, the tones that the command center emits are softer than those emitted when the display is bright. Any time your command center has an alarm or trouble condition to display, the display will automatically brighten and the volume will increase. To return to the dim display, you may have to manually perform this function again.

### **Application**

This option is useful when a command center is in a bedroom or baby's room where the bright display and louder tones could interfere with sleep during normal non-alarm conditions.

1. Ensure your command center is at idle disarmed text.
2. Initiate the **C- DISPLAY ?** function using one of the methods described in the front of this manual.
3. **BRIGHT DISPLAY ?** displays.
  - If you wish the display to be bright, press **ENTER**.
  - If you wish to dim the display, press **NEXT**.  
**DIM DISPLAY ?** displays. Press **ENTER**.

### **Continuous Time/Date**

With this function, you can replace the disarmed display with a continuous time and date display. Any time your command center has an event to display, the time and date display will automatically be removed. To return the time and date display, you must perform this function again.

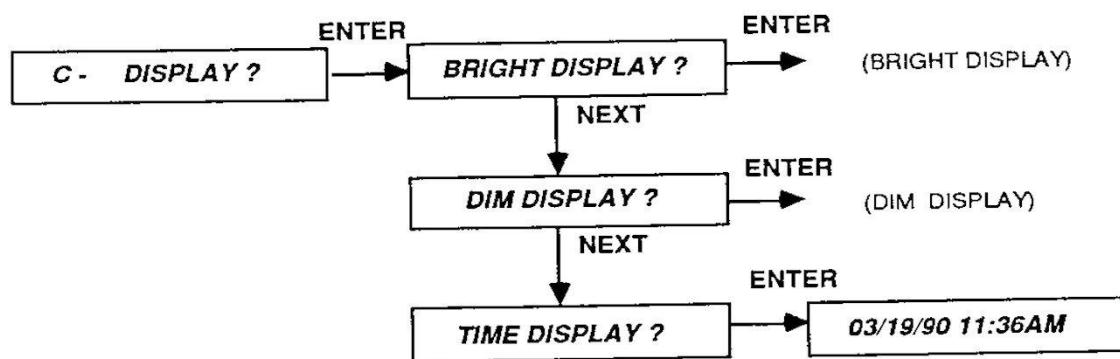
### **Application**

This option is useful in hiding the fact that the system is not ready to arm or in a trouble condition.

1. Ensure your command center is at idle disarmed text.
2. Initiate the **C- DISPLAY ?** function using one of the methods described in the front of this manual.
3. **BRIGHT DISPLAY ?** displays. Press **NEXT** until  
**TIME DISPLAY ?** displays.
4. Press **ENTER**. The current time will display.
5. If you wish to return to idle text, press **CLR**.

**Note:** This function can also be initiated by pressing **PREV** at idle disarmed text.

*Diagram on following page.*



*Instructions on previous page.*

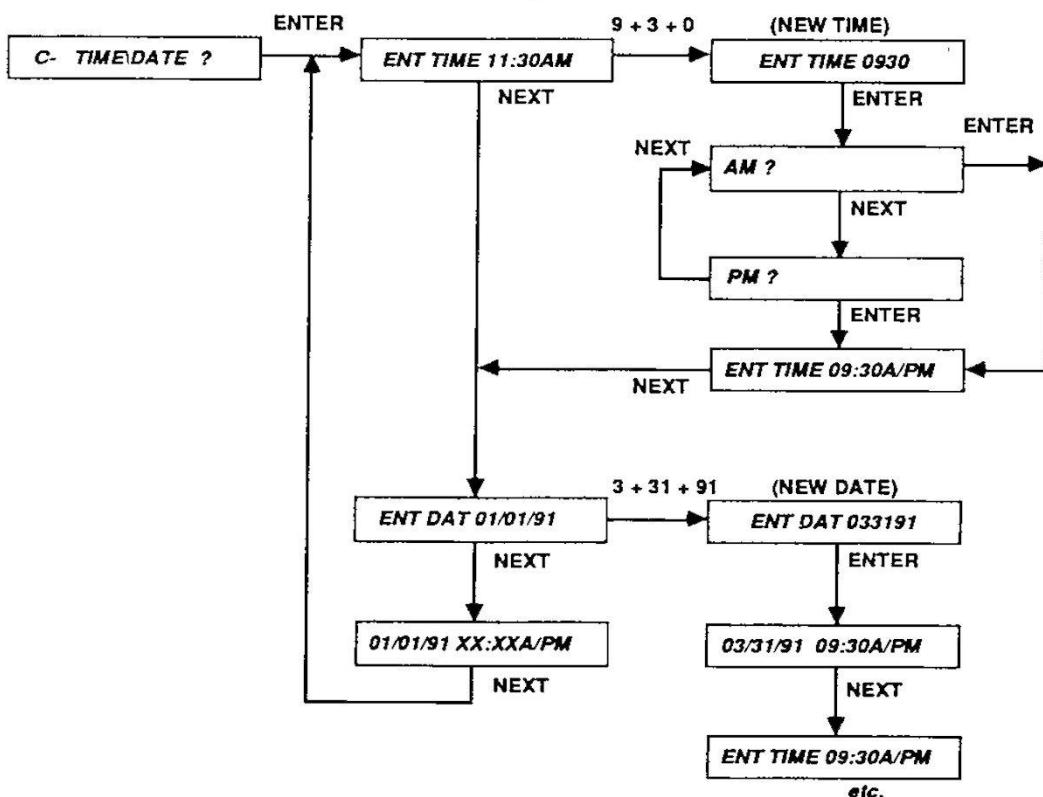
**C- TIME | DATE ?**

This option lets you adjust the clock (time and date) for the system. The system uses a 12-hour, AM/PM format. It is important that the time and date are correct so that scheduled events happen at the correct times. The time should be checked at least once a month to ensure accuracy.

1. Ensure your command center is at idle disarmed text.
2. Initiate the **C- TIME | DATE ?** function using one of the methods described in the front of this manual.
3. **ENT TIME (current time)** displays. Enter the correct time and press **ENTER**.
4. Your command center will display **AM ?**
  - If you wish to chose AM, press the **ENTER** key.
  - If you wish to chose PM, press the **NEXT** key and after your command center displays **PM ?**, press the **ENTER** key.

The newly entered time displays.

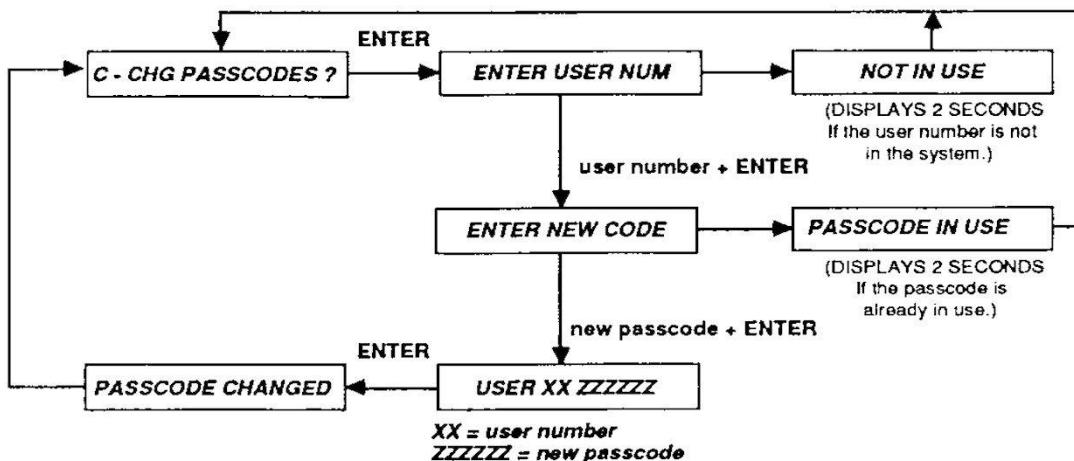
5. To change the date, press the **NEXT** key after you have finished changing the time. Your command center will display **ENT DAT (current date)**.
6. Enter the correct date and press **ENTER**.
7. You may view the new time and date by pressing **NEXT** after you have entered the date.
8. To return to idle text, press **CLR** twice.



## **C- CHG PASSCODES ?**

This option lets you change your personal passcode at any time without assistance from your security company. To use this function, follow the steps below.

1. Before you begin:
  - Choose a passcode that is three to six digits long.
  - Do not try to change your passcode unless you know your user number. This is the two digit number, not to be confused with your personal passcode, that identifies you at your security company.
  - If your passcode has the same digit in consecutive order (i.e., "33" in 334697), enter it carefully.
2. Ensure your command center is at idle text.
3. Initiate the **C- CHG PASSCODES ?** function using one of the methods described in the front of this manual.
4. When your command center displays **ENTER USER NUM**, enter your user number (not your passcode).  
If the user number is not programmed into the system, **NOT IN USE** displays.
5. Your command center will then display **ENTER NEW CODE**. Enter the new passcode and press the **ENTER** key.
  - If the passcode is already in use, your command center will display **PASSCODE IN USE**.
  - If the passcode is not in use, the command center will display **USER XX ZZZZZZ** (XX = user number, ZZZZZZ = new passcode).
6. If the information is correct, press **ENTER**.
7. The command center will briefly display **PASSCODE CHANGED** and then return to idle text.

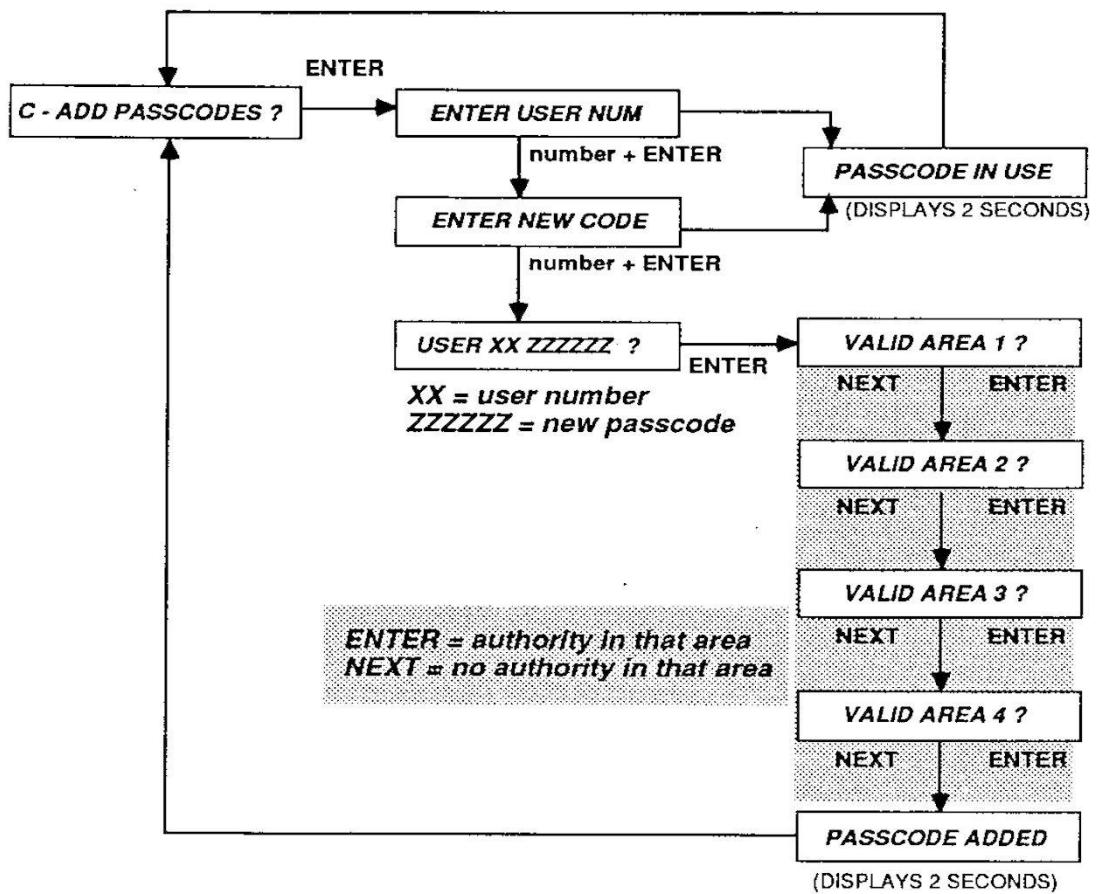


## **C- ADD PASSCODES ?**

This option lets you add passcodes to the system at any time without assistance from your security company. To use this function, follow the steps below.

1. Before you begin:
  - Choose a passcode that is three to six digits long.
  - Do not try to add a passcode unless you know which user numbers are available. This is the two digit number, not to be confused with a personal passcode, that identifies authorized personnel/users of your system at your security company.
  - If the new passcode has the same digit in consecutive order (i.e., "33" in 334697), enter it carefully.
2. Ensure your command center is at idle text.
3. Initiate the **C- ADD PASSCODES ?** function using one of the methods described in the front of this manual.
4. When your command center displays **ENTER USER NUM**, enter the user number (not the passcode).  
If the user number is already in use, your command center will display **USER NUM IN USE**.
5. Your command center will then display **ENTER NEW CODE**. Enter the new passcode and press the **ENTER** key.
  - If the passcode is already in use, your command center will display **PASSCODE IN USE**.
  - If the passcode is not in use, the command center will display **USER XX ZZZZZZ** (XX = user number, ZZZZZZ = new passcode).
6. If the information is correct, press **ENTER**.
7. Your command center will then require that you choose whether or not to give authority to the new user in each area. You may give the passcode authority by pressing **ENTER** when the area number is displayed. Pressing **NEXT** will display the next area. Pressing **NEXT** without pressing **ENTER** first will result in not giving the passcode authority in that area.
8. When the authority information is complete, your command center will briefly display **PASSCODE ADDED** and then return to idle text.

*Diagram on following page.*



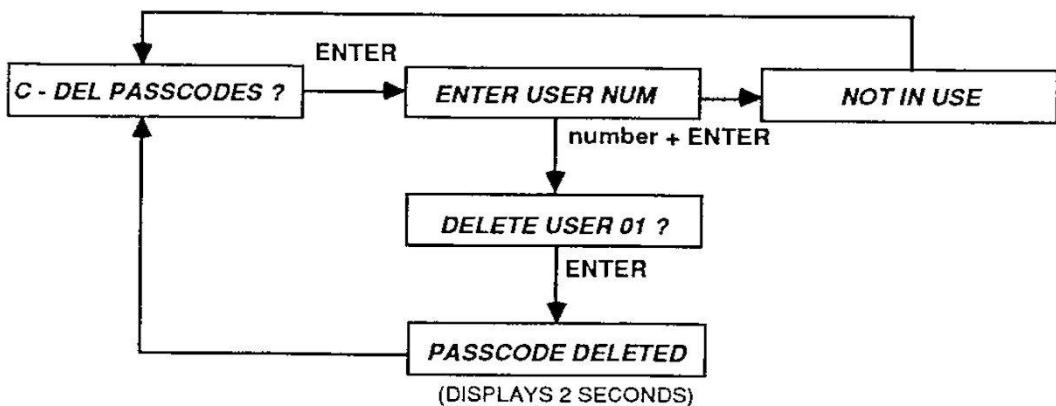
*Instructions on previous page.*

## **C- DEL PASSCODES ?**

This option lets you delete passcodes from the system at any time without assistance from your security company. To use this function, follow the steps below.

Do not try to delete a passcode unless you know the user number. This is the two digit number, not to be confused with the personal passcode, that identifies authorized users at your security company.

1. Ensure your command center is at idle text.
2. Initiate the **C- DEL PASSCODES ?** function using one of the methods described in the front of this manual.
3. When your command center displays **ENTER USER NUM**, enter the user number (not the passcode) and press **ENTER**.
  - If the passcode is not in use, the command center will display **NOT IN USE**.
  - If the passcode is in use, your command center will then display **DELETE USER XX** (XX = user number).
4. If this is the user number of the passcode you wish to delete, press the **ENTER** key.
5. Your command center will briefly display **PASSCODE DELETED** and then return to idle text.



X Extend Close

## X- EXTEND CLOSE ?

This option lets you extend the normal closing time of your system.

### Application

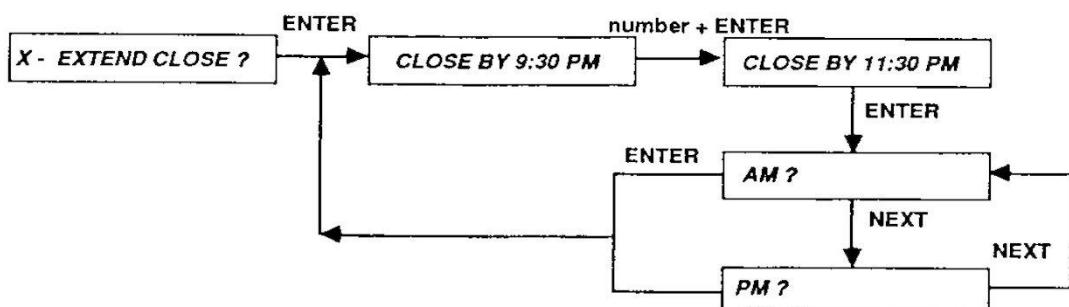
This option is useful when you will be staying past the normal closing time and your security company monitors the time at which you close. This option is also useful to remind you to turn the system on at predetermined times.

When a closing window becomes active, the system sounds the trouble signal and displays **PLEASE CLOSE NOW** for  $4\frac{1}{2}$  minutes. The system repeats the  $4\frac{1}{2}$  minute signal and display every 10 minutes until the final closing time passes.

These signals remind you to do one of the following.

- Leave before your final closing time by pressing **CLR** to silence the signal, then arming the system and exiting.
  - If you wish to stay past the normal closing time, extend the time in the closing window by following the steps below.
1. Initiate the **X- EXTEND CLOSE ?** function using one of the methods described in the front of this manual.
  2. **CLOSE BY XX:XX** (XX:XX = normal closing time) will display. Enter the time you wish to close and press **ENTER**.
  3. **AM ?** will display.
    - If you wish to choose AM, press **ENTER**.
    - If you wish to choose PM, press **NEXT**. When **PM ?** displays, press **ENTER**.
  4. The new closing time displays. You may clear this display by pressing **CLR**.

Note: If you fail to close or extend the closing time before the final closing time passes, a **FAIL TO CLOSE** message may be sent to the security company. Your system may also be programmed to automatically arm at final closing time.



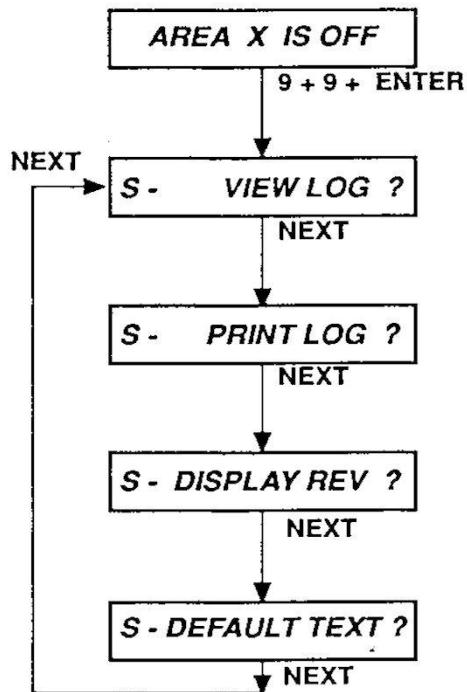
## Miscellaneous

## **SERVICE MENU**

Pressing **9** + **9** + **ENTER** while at idle text will take you directly into the service menu. From the service menu, you can view the log, print the log, view the software revision, and review the default text. These functions are covered in the following sections.

The service menu is set up primarily for the installing technician. The items in this menu assist in trouble shooting and usually require the technician to perform them. However, there may be times when access to this menu by the end user will be required to meet system needs.

The following sections will give a description of each service menu selection.



**S-      VIEW LOG ?**

This option lets you review events in your system. This will help you spot trends that may be causing problems. Viewing events does not require any additional equipment since the information is displayed at your command center. To initiate this function, follow these steps.

1. Ensure your command center is at idle disarmed text.
2. Press **9 9 ENTER**. **S-      VIEW LOG ?** displays.
3. Press **ENTER**.
4. **ENTER START DATE** displays.
  - If you wish to view part of the log, enter the date (month and day only) at which you wish to start the review and press **ENTER**.
  - If you wish to view the entire log, press **ENTER** without entering any digits.
5. The view log will display a description of each event that occurred. The first display shows the date and time of the event as described below.

**01 / 01 / 91 - 12 : 00 PM**

month    day    year    hour    minute    AM/PM

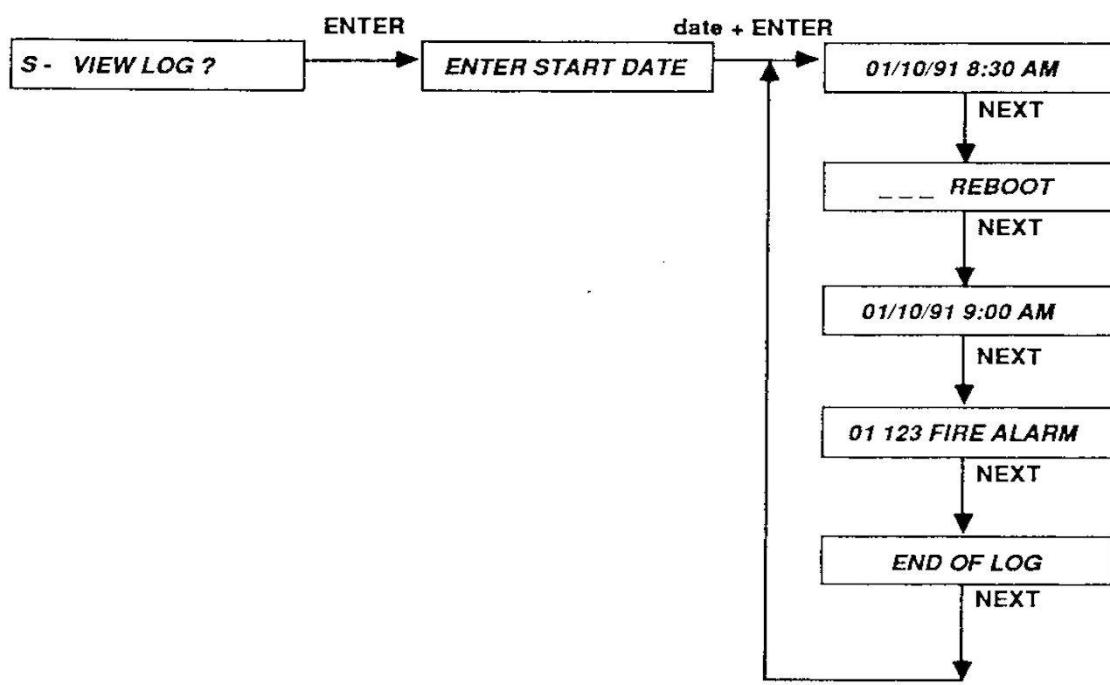
6. Press the **NEXT** key to display the area and type of event that occurred.

**01-22-ALARM-----**

area    point #    type of event    (see Log Event Definitions)  
user #  
phone line (1 or 2)  
phone #  
new time

7. Continue pressing **NEXT** to review the rest of the log. When you have reached the end of the log, **END OF LOG** displays.

*Diagram on following page.*



*Instructions on previous page.*

## Log Event Definitions

<b>AC FAIL</b>	AC power to the panel has been interrupted.
<b>AC RSTOR</b>	AC power to the panel has been restored.
<b>ALARM</b>	Alarm at device in area specified.
<b>BAD CALL</b>	System tried to call RAM and failed.
<b>BATT LOW</b>	Panel battery is below 11.7 VDC.
<b>BATT MISS</b>	Panel battery has been disconnected or been discharged.
<b>BATT RSTOR</b>	Panel battery has recharged.
<b>BUS RSTOR</b>	Point backbone circuit fault was restored.
<b>BUS TRBLE</b>	Point backbone circuit fault.
<b>CANCEL</b>	User canceled an alarm from the area specified.
<b>CKSUM FAIL</b>	Panel programming is corrupted.
<b>CLOSE</b>	User armed area.
<b>CLOSE ER</b>	User armed area earlier than normal closing time.
<b>CLOSE LT</b>	User armed area later than normal closing time.
<b>CMD BYPASS</b>	Area device specified is bypassed. System will not respond to points faulted at this device.
<b>CODE CHG</b>	User changed passcode as indicated.
<b>CODE DEL</b>	User deleted indicated passcode.
<b>CODE TMPR</b>	User made six failed attempts to enter a passcode at a command center.
<b>COMM FAIL</b>	Panel could not communicate using phone number reported.
<b>COMM RSTOR</b>	The communication problem with the phone number indicated was resolved.
<b>DATE CHG</b>	User changed panel's date.
<b>DURESS</b>	User manually initiated special alarm in the area specified.
<b>XTN CLOSE</b>	User extended area's closing time to that specified.
<b>EXTRA PT</b>	Area reports an unprogrammed device.
<b>F PERM DLY</b>	User delay-force armed area specified.

## Log Event Definitions (continued)

<b>F PERM INS</b>	User force armed area perimeter with no delay time.
<b>FAIL CLOSE</b>	Area failed to arm when expected.
<b>FAIL OPEN</b>	Area failed to disarm when expected.
<b>FIRE ALARM</b>	Fire alarm at device in area specified.
<b>FIRE END</b>	Fire alarm ended at specified time.
<b>FIRE RSTOR</b>	Fire alarm at area device specified has been restored after an alarm or trouble condition.
<b>FIRE START</b>	Fire condition started at specified time.
<b>FIRE TRBLE</b>	Trouble condition at area device specified.
<b>FORCE ARM</b>	User force armed area specified.
<b>FORCE PT</b>	User force armed device in area specified.
<b>HOLIDAY CHG</b>	Holiday changes were programmed at specified time.
<b>LOG FULL</b>	Panel log is overloaded.
<b>LOG THRES</b>	Panel's log has reached maximum capacity.
<b>MEM FAIL</b>	Panel's memory device has failed.
<b>MISS ALARM</b>	Point in area specified is missing.
<b>MISS FIRE</b>	Area fire device specified is missing.
<b>MISS TRBLE</b>	Trouble condition at area device specified.
<b>OPEN</b>	User disarmed area.
<b>OPEN ER</b>	User disarmed earlier than the normal opening time.
<b>OPEN LT</b>	User disarmed later than the normal closing time.
<b>PARAM CHG</b>	Panel programming has been changed.
<b>PERM DLY</b>	User armed the perimeter of the specified area with entry delay time.
<b>PERM INS</b>	User armed the perimeter of the specified area with no delay time.
<b>PGR BYPASS</b>	User bypassed specified device at specified time.
<b>PHONE FAIL</b>	The phone line specified is not working.

## Log Event Definitions (continued)

<b>PHONERSTOR</b>	The problem with the phone line specified has been resolved.
<b>PROG BAD</b>	Attempt to access panel locally by device specified failed.
<b>PROG OK</b>	Account has been accessed locally by device specified.
<b>PT BYPASS</b>	Area device specified is bypassed. System will not respond to faults at this device.
<b>PT CLOSE</b>	User armed device in area specified.
<b>PT OPEN</b>	User disarmed device in area specified.
<b>PT STATUS</b>	Status report for device in area specified.
<b>PT TESTED</b>	This device has been walk tested.
<b>PWR RESET</b>	Power was reset at specified time.
<b>RAM BYPASS</b>	Area device specified is bypassed. System will not respond to faults at this device.
<b>RAM FAIL</b>	RAM was unable to access the account using the phone line indicated.
<b>RAM OK</b>	RAM was able to access the account using the phone line indicated.
<b>REBOOT</b>	Panel has been reset.
<b>RELAY SET</b>	Relay has been set.
<b>RELY RESET</b>	Relay has reset by specified user, programmer, or remote programmer, depending on other information supplied.
<b>REMO RESET</b>	Remote programming was initiated at specified time.
<b>RESTORAL</b>	Restoral at device in area specified.
<b>RF INTERFR</b>	High degree of RF noise on line.
<b>RF RX RSTL</b>	RF receiver has been restored.
<b>RF RX TRBL</b>	RF receiver is in a trouble condition.
<b>S ALARM</b>	Status report indicates alarm at area specified.
<b>S CLOSE</b>	Status report indicates closing at area specified.
<b>S OPEN</b>	Status report indicates opening at area specified.
<b>S PERM DLY</b>	Status report indicates area perimeter specified is delay armed.

**Log Event Definitions**  
(continued)

<b>S PERM INS</b>	Status report indicates area perimeter specified is armed (no delay).
<b>S TROUBLE</b>	Status report indicates trouble at area specified.
<b>SDI FAIL</b>	Device specified is not working. 1 - 8 = command centers; 017, 018, 019 = printers.
<b>SDI RSTOR</b>	The problem with the device specified has been resolved.
<b>SENS RESET</b>	User reset area sensor in area specified.
<b>SWG BYPASS</b>	Area specified had four alarm or trouble signals within an hour. It is now bypassed from the system.
<b>TEST RPT</b>	Test report was sent.
<b>TIME CHG</b>	User changed panel's time.
<b>TMP ALARM</b>	Enclosure of device in area specified was opened while armed.
<b>TMP TRBLE</b>	Enclosure of device in area specified was opened while disarmed.
<b>TROUBLE</b>	Trouble condition at area device specified.
<b>TX BAT LO</b>	Panel's RF segment reports battery is below 11.7 VDC.
<b>TX BAT RST</b>	Panel's RF segment reports battery has recharged.
<b>TX TMP RST</b>	Panel's RF segment reports interference with the battery power supply.
<b>USER CMD 7</b>	User manually initiated special alarm in the area specified.
<b>USER CMD 9</b>	User manually initiated special alarm in the area specified.
<b>WALK END</b>	Walk test in area specified is complete.
<b>WALK STRT</b>	A walk test was initiated in specified area.
<b>WATCHDOG</b>	Panel was restored.
<b>XTRA RF PT</b>	Panel reports an unprogrammed RF device in area specified.

**S PRINT LOG ?**

This option lets you print all the events that have happened in your system. You can set the start date and print all the events recorded from that date up to today's date. This will help you spot trends that may be causing problems. This option will require a printer interface and a printer. To initiate this function follow these steps.

1. Ensure your command center is at idle disarmed text.
2. Press **9 9 ENTER** to enter the service menu.  
**S- VIEW LOG ?** displays.
3. Press **NEXT** until **S- PRINT LOG ?** is displayed.
4. Press **ENTER**.
5. **ENTER START DATE** displays.
  - If you wish to print part of the log, enter the date (month and day only) at which you wish to start and press **ENTER**.
  - If you wish to print the entire log, press **ENTER** without entering any digits.
6. **PRINTING EVENTS** displays while the printer prints a description of each event that occurred during the time you entered. This includes the date and time, area, and type of event that occurred. (See local printer manual for more information.)



**S- DISPLAY REV ?**

This prompt is used as a service tool. This information may be useful when troubleshooting with the factory.

1. Ensure your command center is at idle disarmed text.
2. Press **9 9 ENTER** to enter the service menu.  
**S- VIEW LOG ?** displays.
3. Press **NEXT** until **S- DISPLAY REV ?** displays.
4. Press **ENTER**. The command center will indicate what software revision level the control panel is currently running.



## **S- DEFAULT TEXT ?**

This prompt is used as a service tool. The idle text for the following states may be customized for your system:

**AREA X IS ON**

**AREA X IS OFF**

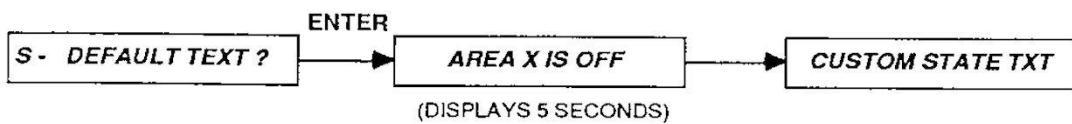
**AREA X NOT READY**

Because this text can be customized, it may be difficult when troubleshooting to confirm whether a system is armed, disarmed, or not ready to arm. The default text function allows you to toggle between customized displays and the system default text.

### **Application**

This function was designed to be used by the service technician when at an unfamiliar sight to toggle to default text easily, then to toggle back to custom text when service is completed.

1. Ensure your command center is at idle disarmed text.
2. Press **9 9 ENTER** to enter the service menu.  
**S- VIEW LOG ?** displays.
3. Press **NEXT** until **S- DEFAULT TEXT ?** displays.
4. Press **ENTER**. The default text displays for 5 seconds, and then the command center returns to custom text.



## **SPECIAL ALERTS**

**CMD** **7** is a manually activated alert which may be programmed to send a signal to your security company. This signal may be audible on the premises. Your **CMD** **7** special alert has been programmed to:

- notify alarm your company
- ring a bell on your premises
- buzz at your command center
- display at your command center

Description: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**CMD** **9** is a manually activated alert which may be programmed to send a signal to your security company. This signal may be invisible and inaudible on the premises. Your **CMD** **9** special alert has been programmed to:

- notify your security company
- ring a bell on your premises
- buzz at your command center
- display at your command center

Description: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Ask your security company regarding potential applications for these features.

## **Security System Glossary**

**Area** - A group of points of protection.

**Arm and Disarm** - To switch your burglar protection "on" and "off". When the burglar protection is armed and a device is tripped, an alarm may be set off. When the burglar protection is disarmed, the security system will not detect intruders.

**Arming Station** - A device used to switch the security system's burglar detection "on" or "off". An arming station can be a keyswitch or a digital command center. Digital command centers display the system's status and sound warnings with a buzzer or siren. Command centers may also control many other functions of the security system.

**Authority Level** - An authority level determines what you can do at a given command center. Authority levels are programmed by your security company.

**Bypass** - Deliberately remove certain points of protection from the security system.

**Central Station** - A facility where trained personnel monitor your security system 24 hours a day. Your security system may be programmed to contact the central station during alarm conditions, thus enabling central station personnel to dispatch the proper authorities.

**Closing Report** - A signal to the central station indicating that the system has just been armed. This report is normally used by commercial accounts to indicate that the business is now closed.

**Easy Menu** - A list of functions you can select to have your security company program. They can perform any function that can be done at the command center, but with the touch of only two or three buttons.

**Entry Delay** - A predetermined amount of time which allows you to enter an armed building. When you open the door, the entry delay time begins. If the security system is not disarmed before the delay time expires, the system goes into alarm.

**Exit Delay** - A predetermined amount of time which allows you to leave an armed building. When you arm the system, the exit time begins. You must exit the building before the exit delay time expires.

**Faulted Point** - A point that is not normal (a door or window is open).

**Force Arm** - To arm the security system even though one or more devices are faulted. Force arming deletes those faulted devices from the system.

**Master Arm** - To arm the entire security system, interior points and perimeter points.

**Menus** - Lists of functions for you to view and choose from.

**Normal Point** - A point is not faulted and is ready to be armed (a door or window closed).

**Opening Report** - A signal to the central station indicating that the system has been disarmed. This report is normally used by commercial accounts to indicate that the business is open.

**Perimeter Arm** - An arming command that arms only the perimeter of your building.

**Point** - A single door, an entire room, or an entire section of a building (such as the second floor). Each protected location is assigned specific text.

**Relay** - A switch that may be provided by your security system to turn external devices on or off. It can be used to turn lighting on or off, enable or disable sensors, or switch any other device from your command center.